vienna game

[illegible]

EVERYMAN CHESS

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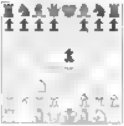


1 e4 e5 2 ♘c3

Part One 2...♘f6

Part Two 2...♘c6 and Other Second Moves for Black

CHAPTER ONE

2...♘f6 3 f4 d5

1 e4 e5 2 ♘c3 ♘f6 3 f4

One of the main points of the Vienna is to delay developing the king's knight until later (f2-f4) and this variation has been extremely popular over the years. Black invariably responds with 3...d5 4 fxe5 ♘xe4 after which White has a wide range of possibilities on the fifth move. By far the safest of these is 5 ♘f3 and [illegible] tactics and planning are more positional in nature. Games 1-8 deal with all Black's possible responses and in particular Adams' opening choice in Game 1 has encouraged a number of imitators.

The [illegible] Variation with 5 d3 is full of complications and a number of players with the Black pieces have suffered as a result. Games 15 and 16 demonstrate [illegible] both sides to cope with the maze of possibilities. Black might be wise to exchange knights with 5...♘xc3 and steer the game towards a positional middlegame. The various possibilities after 5 ♕e2 are discussed in Games 9-14 and there is plenty of scope for independent play.

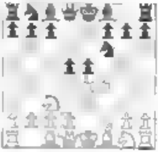
The Australian Depasquale is well known for his weird and wonderful openings, so 5 ♕f3 in Games 17 and 18 is par for the course. Perhaps the best answer is 5...♘c6 as in Game 18. Finally, Games 19 and 20 are examples of White trying to avoid the established lines by varying on the fourth move, but Black has no problems here.

Game 1

Adams-Anand

Linares 4th matchgame 1994

1 e4 e5 2 ♘c3 ♘f6 3 f4 d5



[illegible] ambitious, striking a [illegible]

4 fxe5 ♘xe4 5 ♘f3

The most p[illegible]

5 ...♗e7

[illegible] believed [illegible] Black will [illegible] plan [illegible]

[illegible] other [illegible] discussed in [illegible]

6 ♕e2

For 6 d4 see [illegible]

6 ...♘g3 [illegible]

[illegible] while Black also h[illegible] pieces here.

[illegible] 6 [illegible] 7 [illegible]

a) 7 [illegible] 8 g3 [illegible] 9 b4 [illegible] g5 [illegible] 15 [illegible] g5 [illegible] 16 [illegible] correspondence 199[illegible]

a1) 7 [illegible] 8 [illegible] 9 [illegible] preli[illegible] 5 [illegible] White only h[illegible] edge [illegible] b4 [illegible] 14 [illegible] xe5 [illegible] 15 [illegible] ♕e7 1-0 [illegible] 1988

b) [illegible] 0-0-0 [illegible] 10 ♕[illegible] b5 11 [illegible] and White was poised to attack on the king[illegible] Mallah–Gambold, Shen[illegible]

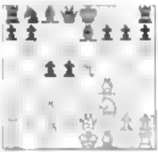
7 dxc3 e6

A standard and good idea [illegible] White of the d4-square [illegible] knight. A couple of other moves have also been tried:

a) 7 [illegible] 0-0 8 ♗f4 [illegible] 9 ♕f2, with the queen heading for g3 is a reasonable alternative) 9 [illegible] 10 [illegible] d4 [illegible] c5 11 ♕e3 ♗g4 12 ♖e1 ♘c6 13 ♔b1 c5 14 ♘xe6 ♗xe6 15 h4 with a double-edged game in Adams–Zude, German Bundesliga 1995.

b) 7...c6 8 ♕f2 0-0 9 ♗d3 ♘d7 10 ♕g3 ♔h8 11 0-0 ♘c5 12 ♘g5 ♘xd3 13 ♘xf7+ ♖xf7 14 ♖xf7 ♗c5+ 15 [illegible] 3 [illegible] e3+ 16 ♕xe3 ♗xe6 17 ♖xb7 ♕f8 18 [illegible] 7 [illegible] 19 [illegible] ♖h8 20 ♕xa7 [illegible] 15 [illegible] ♖xg7 [illegible] ♖a7 ♕g8 [illegible] 3 [illegible] 1-0 Hector–Chiburdanidze, Berlin 1988.

8 ♗f4



8 ...c6

[illegible] normally a declaration of intent [illegible] castle queenside. After 8 0-0 [illegible] Black must be prepared to [illegible] White's assault by counter-attacking [illegible] the queenside.

a) 9 [illegible] 4 [illegible] ♕d4?! (10 ♘d4 is bet[illegible] when [illegible] ♕e4 ♖e8 is slightly better [illegible] 11 [illegible] d4 [illegible] d4 12 ♖xd4 ♕a5 [illegible] 5 [illegible] 5 14 ♖e4 ♖d8 15 d6?! (15 ♕e4 must be an improvement, when 15...♖xd5 [illegible] 16 [illegible] d4) 15 [illegible] 16 ♕e4 [illegible] d5 [illegible] a4 [illegible] 3+ 18 ♕xe3 ♕xa4 and Black had emerged with a plus in Hector–Fredericia, Copenhagen 1998.

b) 9 ♕a5 [illegible] 10 [illegible] b1 [illegible] 11 ♕b5!? (a blatant attempt to steer the game towards a draw) 11 [illegible] 1 [illegible] ♕xa5 ♘xa5 [illegible] ♘g1 ♗g5 [illegible] ♘g3 [illegible] he1 [illegible] ances in [illegible] ership [illegible]

9 0-0-0 ♘e6 10 h4

Perhaps White could consider [illegible] Hector-Brinck-Claussen, Naestved open 1988 continued 10 [illegible] d4 11 [illegible] a3 ♕ [illegible] 13 ♕f3 0-0-0 14 ♘b1 g5 [illegible] 16 h3 g4 17 ♕ [illegible] ♘a5 18 [illegible] g4 [illegible] ♘h8 ♖xh8 [illegible] ♘d1 ♘b5 [illegible] ♘e4 [illegible] xd8 [illegible] ♘d5 ♕d7 [illegible] e4 with [illegible] for White.

10 ... h6 11 g3 ♕d7 12 ♗g2 0-0-0 13 h5

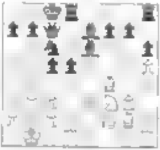
A decent alternative is 13 ♕f1 when 13 ...♔b8 14 ♗h3 maintains White's slight edge.

13 ... ♗d8 14 b3 ♘e6 15 ♕f2?!

Here Hodgson suggests 15 ♔b1 as a better idea.

15 ... ♕e7 16 ♖h1

If White attempts to stop ...♘b4 with 16 a3 then after 16...♕a5 17 ♔b2 [illegible] Black will double rooks on the d-file to [illegible] on the d-pawn.



16 ... ♖h8 17 ♘h4 d4 18 cxd4 ♘xd4 19 ♗b2 ♔b6

After this move the game ends quietly.

Anand could have tried to prolong the battle with 19 ... d5.

20 ♗c3 ♕e6 21 ♗d2 ♕e6 22 ♗c3 ♕e6 23 ♗d2 ♕e6 24 ♗c3 ½-½

Anand's handling of the opening was impressive. The idea of castling queenside makes it difficult for White to make progress.

Game [illegible]

Adams-Xu Jun

Cap d'Agde 1994

1 e4 e5 2 ♘c3 ♘f6 3 f4 d5 4 fxe5 ♘xe4 5 ♘f3 ♗e7 6 ♕e2

If in doubt play ♕e2 could be White's slogan in this line.

6 ... ♘g5

This has become popular since [illegible] Karpov gave it his seal of approval.

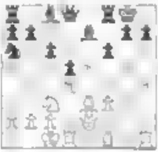
7 d4 ♘e6 8 ♗e3

An improvement on the game Hellers-Karpov, Haninge 1990, where White played 8 ♕f2 ♘xd4 9 ♕d3 ♘h6 (Black can gain the initiative by undermining the centre) 12 ♕f2 16 11 ♕g3 [illegible] ♕xg7 ♖g8 13 ♕xh [illegible] ♕xd4 14 ♗d2 [illegible] exf6 ♕xf6 15 ♗d2 ♖h8! 16 ♕d3 ♗f5 is better for Black according to Karpov.) 14 ... ♕xe4+ 15 ♗e2 ♕f5 when Black had a slight advantage.

6...0-0

6...♗g4 [illegible] part of ter which Black [illegible] with the white advantage [illegible] by counterattacking, [illegible] can [illegible] ♘xf3+ [illegible] ♕g... 11 h4 [illegible] 15 a3 [illegible] 16 [illegible] when White's chances were slightly preferable.

9 0-0-0 ♘a6 10 h4 ♗xf3 11 gxf3 f6



Black is a little passive but his defence is likely to be hard to crack. The text move gives [illegible] the f-file for the rook. Note that 11...♔h8? should not be considered here [illegible] ♕h2.

12 f4 fxe5 13 fxe5 ♘c7

A standard manoeuvre to blockade the e-pawn by installing a knight on e6.

14 h5 ♗g6 15 ♖g1 ♗xe3+ 16 ♕xe3 ♗f6 17 ♘e2

17 ♖d1! has been suggested as a possible improvement, intending to double rooks on the g-file.

17...♘e8 18 ♘f4 ♕h4 19 ♘xe6 ♗xe6 20 ♗d3 ♕f4 21 ♕xf4 ♖xf4 22 e6 ♗g4

This prevents White from pursuing his ambitions on the g-file. Not, however, [illegible] g5 which fails to [illegible] or 22...♖f7 when 23 ♖xg7+ ♖xg7 24 hxg7 ♔xg7 25 ♖g1+ ♔h8 26 ♖h1 ♗g8 27 [illegible] gives White reasonable chances.

23 ♖df1 ♖af8 24 e6 ♖xf1+ 25 ♖xf1 ♗xe6 26 ♖xg7+ ♔h8 27 ♗d3 ♖f7 28 ♖xf7 ♗xf7 29 ♗f5

The position is slightly better for White as his opponent has to use his king to defend the h-pawn. Adams is usually able to grind out victories in such endings.

29...♔g8 30 ♔d2 ♔g8 31 ♘c3 b6 32 e4 ♔f7 33 ♔d7 ♔f8 34 ♔xe6 ♗f7 35 ♔e3 ♔f5 36 a3 ♗g8 37 c3 ♔f7 38 c4 dxc4 39 ♗xc4+ ♔f8 40 d5 ♗g6 41 ♗g2?

A more troublesome move 41 ♗xg6 ♔xg6 42 ♔h5 intending ♔f4 [illegible]

41...♗e8 42 ♗f3 e5 ½-½

Karpov's adoption of 6...♗g4 has [illegible] being a rare option [illegible] main line. However, Adams's precise treatment of the variation starting with 8 ♘e3 demonstrates that White has a slight advantage.

Game 7

Murshed-Babu

Sakthi 1996

1 e4 e5 2 ♘c3 ♘f6 3 f4 d5 4 fxe5 ♘xe4 5 ♘f3 ♗e7 6 d4

The more traditional way of playing. Nowadays, it is often dismissed because it often leads to quite drawish positions. However, there is still plenty of opportunities for Black to go wrong.

6...f5

An integral part of the defensive system for Black but in this instance premature. The usual response 6...0-0 is featured in the next game. Another way for [illegible] interesting to [illegible] Bae- [illegible] opted [illegible] for [illegible] d3 [illegible] 15 ♕ [illegible] is equal.

7 exf6 ♗xf6 8 ♗d3 ♘xe3

8...♘c6 has been suggested as an improvement. For instance, 9 ♘c3 ♘e4 10 ♘xe4 [illegible] d4 11 ♘xd4 ♗xd4? (11...♕xd4 12 ♕xd4 ♗xd4 13 c3 is an equal ending) 12 ♕h5+ g6 13 ♘xg6+ hxg6 14 ♕xg6+ ♔d7 15 ♗e3 [illegible] (15...♗xe3 16 ♖d1+ ♔e7 17 ♖xd8 ♖xd8 18 ♕e4+ wins) 16 [illegible] gives White a decisive attack.

9 bxe3 ♕e7+

It seems that White will be obliged to play the draw with 10 ♕e1 but he has a surprise in store. 9...0-0 is also possible when 10 0-0 ♘d5 11 ♘a3 ♖e8 12 ♘c5? ♘xe5 13 ♕h5 g6 14 ♘xg6 hxg6 15 ♕xg6+ ♔h8 16 ♕h5+ ♔g8 17 ♖f7 is winning for White as the king [illegible] changes.

10 ♘e5!

An excellent riposte. Murshed is not prepared to pander to Black's desire to enter a dull ending with 10 ♕e2, when 10...♕xe2+ 11 ♗xe2 0-0 is equal. The point is that 10...♗xe5 is answered by 11 ♕h5+ g6 12 ♕xe5 ♕xe5 13 dxe5 when White has an edge thanks to the weakening of the dark squares on Black's kingside.

10...0-0

10...♗xe5 is tempting, but after 11 ♕h5+! g6 12 ♘xg6+ hxg6 13 ♕xg6+ ♔d8 14 0-0 ♗xe5 (14...♖f8 15 ♗h6 wins) 15 dxe5 the threat of ♗g5 is deadly.

11 0-0 ♗xe5 12 ♖xf8+ ♕xf8 13 ♕h5

White continues to play in the most adventurous way. After 13 dxe5 play may continue 13...♕c5+ 14 ♔h1 ♕e3 (14...♘d7!? is more challenging) 15 ♗xh7+ ♔xh7 16 ♕h5+ ♔g8 17 ♕e8 with perpetual check.

13...♗xh2+ 14 ♔xh2 ♗f5?

Black needs to block the threat to h7 but this allows a clever combination. White is still better after 14...h6, when 15 ♕xc5? ♘c6 16 ♘h3! (16 ♗g5 ♕g7 gives Black hope) 16...♕g7 17 ♕xg7+ ♔xg7 18 ♖h6 ♔e7 19 ♗g5 will quickly win a pawn.

15 ♗a3!

Murshed finds a way to exploit Black's retarded development. 15 ♕xd5? also [illegible] make much impression after 15...♘d7! 16 ♘xd5 ♕e8 17 ♗f4 ♕d7, when White's advantage is slight.

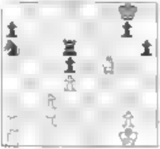
15...♕xa3 16 ♗xf5 h6

16...g6 allows mate after 17 ♗e6+ ♔g7 18 ♕e5+ ♔h6 19 ♖f1 and the rook will swing across to the h-file.

17 ♕xe7 ♘a6 18 ♕xb7

It is time to start counting material. White is a pawn up and has better placed pieces.

18...♖d8 19 ♕e6 ♕d6 20 ♕xd6 ♖xd6



The ending is winning for White.

21 ♖b1 ♔e7 22 ♖b7 ♖a6 23 ♖xa7 ♖xc3 24 a4 ♔f8 25 a5 ♔e7 26 ♖b7 ♔d8 27 ♗d3 ♖a3 28 ♖b8+ ♔d7 29 a6 ♖a4 30 ♖g8

Marsh[illegible] has successfully deflected the black pieces into stopping the a-pawn from advancing and now plunders the kingside pawns.

30...♔e6 31 ♔f2 ♖xd4 32 ♖xg7 ♖a4 33 ♖g6 h5 34 ♔g3 ♔e7 35 ♖h6 a6 36 ♖xh5 ♖xa6 37 ♖h7+ ♔d8 38 ♖a7 ♖d6 39 ♖xa4 ♖xa4 40 ♔f4 1-0

6...f5 is just too soon. White can take advantage of his lead in development to instigate an attack.

Game 4

Flaisigova-Krivec

World Junior Championship 1998

1 e4 e5 2 ♘c3 ♘f6 3 f4 d5 4 fxe5 ♘xe4 5 ♘f3 ♗e7 6 d4 0-0

A safe reply.

7 ♗d3 f5

The f-pawn supports the knight. After 7...♗b4 White can abandon a pawn with 8 0-0 ♘xc3 (or 8...♗xc3 9 bxc3 ♘xc3 10 ♕e1 with the initiative) 9 bxc3 ♗xc3 10 ♖b1 and, in Larsen's view, White has good play for the pawn. Jensen-Overbeeke, Guernsey 1986 continued 7...♘xc3 8 bxc3 f6 9 0-0 ♘c6 10 ♗f4 fxe5 11 dxe5 ♘xe5 12 ♗xe5 ♖xf1+ 13 ♕xf1 ♗e6 14 ♖e1 ♗g4 15 ♕f4 ♕d7 16 h3 ♗h5 17 ♗xg7! and White won.

8 exf6 ♗xf6

Krivec credited with finding the equalising move. 8...♘xf6?! gives White the chance to launch a kingside attack by transferring his queen to the kingside where he can make use of the well placed bishops. For example:

a) 9...c5 10 ♗g5 ♘c6 11 dxc5 ♗xc5+ 12 ♔h1 ♔h8 13 ♕e1 (the manoeuvre ♕e1-h4 is a regular theme in this line) 13...♘e7 14 ♕h4 h6 15 ♗xh6 ♘e4 16 ♗g5+ ♔g8 17 ♘xe4 dxe4 18 ♗xe4 ♗f5 19 ♗xc6 1-0 Thomas-Biedinger, Eisenberg 1991.

b) 9...♘c6 10 ♗g5 h6 11 ♘e5 ♔h7 12 ♕e1 ♖a6 13 ♕h4 h6 14 ♗xh6! gxh6 15 ♕xh6 ♗d8 16 ♖xf6 ♗xf6 17 ♕g6+ ♔g7 18 ♕xe8+ ♔h7 19 ♗h7+ ♔g7 20 ♕g6+ 1-0 Hillesheim-Schumacher, Frankfurt 1985.

9 0-0 ♘c6 10 ♘xe4

If [illegible] then 10...♗b4 11 ♗h5 ♗d7 12 ♗xd7 ♕xd7 is fine for Black.

10...dxe4 11 ♗xe4 ♘xd4 12 c3

[illegible] what [illegible] game [illegible] the [illegible]
14 [illegible] ♕e5+ [illegible] 19 ♖xf8+ ♕xf8 [illegible] ♗h8 [illegible] ♕f7 ♕f1+ [illegible] h3 ♕f1+ 15 [illegible]

A [illegible] started [illegible] After [illegible] ♗g4 13 [illegible] 14 [illegible] g5+ ♕xg5 15 [illegible] g4 wins for Black.

12... ♘xf3+ 13 ♗xf3 ♕xg1 14 ♖xd1

This ending is dead equal.

14...c6 15 ♗e3 ♗e6 16 ♖d2 ♖d8 17 ♖ad1 ♖xd2 18 ♖xd2 ♖d8 19 ♖xd8+ ½-½

If Black wants a quiet life then this line can be recommended. As [illegible] provides Black comfortable equality.

Game 5

Yegiazarian-M.Estrada

[illegible] 1999

1 e4 e5 2 ♘c3 ♘f6 3 f4 d5 4 fxe5 ♘xe4 5 ♘f3 ♘c6 6 ♗b5

The best idea is to pin the knight. One has to watch out for transpositions and here 6 ♕e2 would reach the position discussed in the note to White's fifth move in Game 17.

6...♗e7

A solid reply. Black's basic plan is to castle kingside and break with ...f7-f6. Other possibilities are:

a) 6...♗c5 7 d4 [illegible] 8 0-0 [illegible] 9 ♕e1 [illegible] g5 10 ♕g3 [illegible] 11 ♖xf1 ♕b8 12 [illegible] ♕h6+ 13 d4 h5 14 ♖h3 and White had a strong attack in Cheng-[illegible], Manila Olympiad 1992.

b) 6...♗g5 7 d4 [illegible] h6 (7 [illegible] 8 ♕d3 is slightly better for White) 8 0-0 0-0 9 [illegible] ♗g4 10 [illegible] bxc6 11 c4 f6 12 ♕e1 ♗d7 13 [illegible] ([illegible]) 13 [illegible] 14 [illegible] 15 [illegible] 16 [illegible] ♖xf5 [illegible] g4 (White's kingside pawn structure [illegible] a long-term worry) 17 [illegible] 18 [illegible] g5 ♕d7 19 [illegible] ♕xd5 20 ♖d1 ♕xa [illegible] 21 h4 [illegible] ♕h4 ♕ [illegible] 23 [illegible] d7 [illegible] 24 ♖d1 [illegible] 0-1 Matamoros De Souza, Cuenca 1995.

7 ♕e2

White takes steps to dislodge the knight from e4.

7...♘c5

Black has two other paths to equality:

a) 7...♗g5 8 d4 [illegible] 9 ♕e1 0-0 10 [illegible] 11 0-0-0 c6 12 [illegible] f6 13 ♕g4 [illegible] 14 [illegible] 15 h4 gxh6 16 [illegible] 17 hxg6 ♗g5+ [illegible] Turner-Mortazavi, British Championship 1994.

b) 7...[illegible] 8 dxc3 0-0 9 ♗f4 a6 10 [illegible] bxc6 11 0-0-0 ♗e6 12 [illegible] d4 ♕d7 13 [illegible] ♖ae8 14 ♖he1 c5 15 ♕d2 ♖d8 led to equal chances in Turner-[illegible] 1997.

8 d4 ♘e6 9 ♗e3

Yegiazarian is staking her claim for an edge based on the space advantage.

9...0-0 10 0-0-0 a6

[illegible] considered.

11 ♗e4 ♗e5 12 ♕f2 ♘e4

Black has now achieved equality.

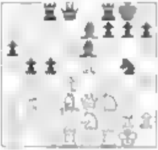
13 ♗b3 ♘xe3 14 ♕xe3 ♗e6 15 ♘e2 ♘g6

Estrada tries to exchange pieces to ease the congestion of his pieces.

16 c4

An ambitious reply to maintain the tension. After 16 c3 then 16...♘g4 is fine for Black.

16...dxc4 17 ♗xc4 ♗e6 18 b3 e6 19 ♘f3 ♖c8 20 ♖ad1 a6?



Black mistakenly thinks that it is not right to challenge the pawn centre and loses all his hopes. A better try was 20...♗d5.

21 d5!

A trick: wait to use a pin on the d-file.

21...♗xd5

If 21...♕xd5 then [illegible] ♖xd5 wins.

22 ♗f5 ♘xf3+ 23 gxf3 ♖c7 24 ♘c3

The cruel reality for Black is revealed. He must lose at least a piece.

24...c4 25 ♖xd5 dxd5 26 ♘xd5 ♕c5 27 ♘xc7 ♕xe3+ 28 ♔g2 ♖d8 29 bxc4 ♖d2+ 30 ♔g3 bxc4 31 h4 ♖xa2 32 ♖b1 g6 33 ♘e4 ♗d4 34 f4 ♖a3+ 35 ♔g4 ♔g7 36 ♘e8+ ♔h6 37 ♖b7 c3 38 ♖f7 1-0

The system with 5...♘c6 is fairly reliable, although White has a slight space advantage.

Game 6

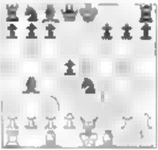
De la Riva-A.Fernandez

Barcelona 1991

1 e4 e5 2 ♘c3 ♘f6 3 f4 d5 4 fxe5 ♘xe4 5 ♘f3 ♗b4

A suggestion by Falkbeer from the 1850s. The simple idea is to stop [illegible].

6 ♕e2



This queen move pins the queen [illegible] the knight. White has also explored some other paths:

a) 6 ♗e2 ♘c6 7 0-0 ♗f5 (7...0-0 followed by ...♗g4 is a decent alternative) 8 ♕e1 ♗xc3+ 9 dxc3 [illegible] 11 [illegible] dxe4 [illegible] 13 ♕xc4 [illegible] 14 [illegible] ♖d1 15 ♕xd1 ♖xd1 16 b4 [illegible] 17 a4 a5 18 b5 [illegible] 19 [illegible] 20 d4 and White has forced his opponent to retreat, leaving him with a material advantage in Hector-Dubois, Le Touquet 1990.

b) 6 a3 ♗xc3 [illegible] 0-0 8 0-0 [illegible] ♕e1 [illegible] d3 [illegible] bxc3 ♕e [illegible] ♗d2 [illegible] and Black [illegible] up to [illegible] later [illegible] 1987

[illegible]6?

[illegible] hands [illegible] 1991 [illegible] position is [illegible]

[illegible]3

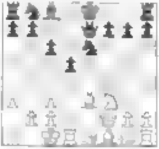
[illegible] knight [illegible] the consequences [illegible]

[illegible] e6 9 ♗e3

[illegible] straightforward middle[illegible] queenside and then [illegible] to get rid of the doubled e-pawn.

9...♕e7 10 0-0-0 c6 11 ♕f2!

The queen is heading for g3 to pursue the attack. Black's main problem is that his position is rather passive as the knight on e6 blocks in the light-squared bishop.



11...[illegible]8 12 [illegible]4 dxe4 13 ♗xd4

De la Riva has emerged from the opening with the better position. He has a lead in development and a space advantage.

13...0-0 14 ♕g3 ♔h8

Black is wary of ♗b6 so moves the king out of the pin on the g-file. If 14...♖d8? to contest the d-file then 15 ♗xe6 ♖xd1+ 16 ♖xd1 ♗xe6 17 ♗g5 wins.

15 ♖d6 [illegible] 16 [illegible]d4 [illegible]xd4 17 ♗xd4

The pressure on Black's position is intense. 17...♘b7 is obvious but wrong after 18 ♘d6, when 18...♗xe6 (or 18...♗h5 19 ♘d7) 19 ♖xe6 ♕d7 20 ♕h4! ♖ae8 21 ♘d1 h6 22 ♕xh6 leads to mate. The best chance is 17...c5 but after 18 ♗e3 White can increase his advantage by doubling rooks on the d-file and perhaps playing ♘g5.

17...♗e6??

Black cracks up.

18 ♗xe6 1-0

The old idea of 5...♗b4 is unlikely to make a big comeback, as Black has simple routes to equality.

Game 7
Veretnikov-Kuzmin
Orel 1997

1 e4 e5 2 ♘c3 ♘f6 3 f4 d5 4 fxe5 ♘xe4 5 ♘f3 ♗c5

One has to admire the originality of that idea. Black is prepared to waste a [illegible] pin and [illegible] the queen's knight.

6 d4

White [illegible] and follow [illegible] with 6 ♕e2!? [illegible] recommended here:

a) 6 … [illegible]?? 7 d4 ♘xh3 8 dxc5 is good for White who will have two pieces for a rook after g2-g3 and ♗g2.

b) 6 … ♘xe3 7 dxe3 ♘c6 8 ♗f4 ♗e6 9 0-0-0 ♕e7 10 ♗g5 h6 11 ♗xf6 gxf6 12 ♘e3 ♗xh 13 ♘d4 ♘xd4 14 ♖xd4 c5 15 ♗e3 0-0-0 when the position was equal in F.Bauer-Hendenfeld, Zell 1993.

c) 6 … ♗f5!? 7 ♗f4 ♘c6 8 ♗xc3 ♗b4 (8 … ♗xf4 has also been suggested) 9 ♗g5 ♕d7 10 ♕e2 (10 ♗d2 is worth investigation) 10 … 0-0 11 ♗d3 c5 12 c4 dxc4 13 ♗xc4 ♘e6 14 h3 ♕xe4+ 15 ♗xe4 ♖e8 16 ♖ac1 ♗e6 17 ♗b5 ♗d5 and Black had good prospects in the ending in [illegible]-G.Flear, Lenk 1991.

6 … ♗b4 7 ♗d2

An obvious choice to break the pin. White experimented with 7 ♕d3!? preferring to keep open the option of where to deploy the dark-squared bishop, in Vera-Fernandez Garcia, Barcelona 1993. That game continued 7 … ♘c6 8 ♗e3 ♘xd4 9 ♘xd4 (White's pawn structure is weak) 9 … ♘e6 10 … bxc6 [illegible] 11 a3 ♗xc3+ 12 bxc3 ♕h4+! 13 g3 ♕e7 14 ♕d4 0-0 15 c4 c5 16 ♕h… ♗a6 17 ♖b1 d4 18 ♗f3 ♘e3 19 0-0 ♖ad8 0-1.

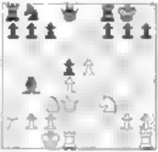
7 … ♗xd2

Without doubt the safest choice at Black's disposal, aiming for equality by exchanging pieces and castling kingside quickly. A different approach was 7…♗g4 as in Tebb-Greer, British Championship 1994, which saw White jump over some obstacles before drawing with 8 ♘e4 dxe4 9 ♗xb4 exf3 10 ♕d2 (not 10 gxf3 ♕h4+ 11 ♗e2 ♘c6! threatening the bishop and 12 ♘d4+ 13 ♕xd4 ♗xf3+ with a discovered attack on the queen) 10 … ♘c6 11 ♗c3 ♕d5 12 h3 (12 h3 ♗e6 13 gxf3 0-0-0 is equal) 12 … ♕e4+ 13 ♗f2 fxg2 14 ♗xg2 ♕f5+ 15 ♔g1 0-0-0 16 h3 ♗h5 17 ♖f1 ♕g6 18 ♕e3 ♖he8 19 ♗h2 ♘e7 20 ♖hg1 ♕b6 21 [illegible].

8 ♕xd2 ♗f5

It makes sense to stop White from freely deploying the light-squared bishop on to its best square. In the game Dobrowolska-Slabek, Warsaw 1995, Black allowed the bishop to land on d3 and suffered from a kingside onslaught. That game went 9 ♗d3 ♗g4 10 0-0 ♘d7 11 c4 c6 12 ♖ae1 ♖e8 13 ♕c1 ♗xf3 14 ♖xf3 c5 15 cxd5 ♘g6 16 ♖g3 cxd4 17 h4 ♕h… 18 ♕f… ♘e… 19 dxe6 fxe6 20 ♕f4 ♖e7 21 h5 ♖f8 22 ♕e4 ♖f5 23 ♕h4 ♖f7 24 ♗g6! with a clear advantage to White.

9 ♗d3 ♗xd3 10 ♕xd3 0-0 11 0-0-0



The only way for White to inject some excitement into the position is to castle on the opposite side and try to create an attack on the kingside. 11 0-0 is a safe

[illegible]

11 ♗xe3

This captur[e] [illegible] and [illegible] comes [illegible]

12 ♕xe3 ♘e8 13 ♕d3 ♗h4 14 ♕h3 ♘g8 15 h6

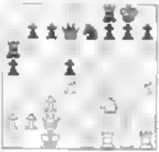
A sign of intent. Less appealing is 15 ♕xh7 when 15...♕d7 presents Black with some counterplay by bringing a rook to the h-file.

15...♕d7 16 c3 a5 17 ♕c2 ♘e7 18 ♖df1

18 ♘g5 is ineffective after 18...♕f5 and the text is designed to stop the re[illegible].

18...♖a6?!

The start of a bizarre defence. 18...♕f5 was essential, when 19 ♕d2 gives White a slight pl[us].



19 ♘g5 ♖h6 20 e6!

A knockout blow. The start of a winning combination which capitalises on the odd position [illegible] on h6.

20...fxe6 21 ♖xf8+ ♗xf8 22 ♘f7+ ♔e8

Naturally [illegible] 15 then 23 g4 is bleak for Black.

23 ♕f7+ ♔d8 24 ♕xg7? f5

If 24 ♘xg6 [illegible] ♕e3 [illegible] 7+ ♔d7 27 [illegible] ♔d8 28 [illegible] wins.

25 ♕f8+ ♕e8 26 ♘f7+ ♔d7 27 ♕xe8+ ♔xe8 28 ♘xh6 gxh6 29 ♖f1 ♔e7 30 ♔d2 f5 31 ♖f4 b6 32 ♔e2 ♗g3+ 33 ♔f3 ♗h5 34 g4

A touch of class. The king and pawn ending is winning for White if the rook is taken.

34...♗g7 35 h6 h6 36 g5 ½-½

The loss of a tempo should not deter Black from employing [illegible] especially if White plays ♕e1! After [illegible] d4 White can hope for a small edge but no more.

Game 8

Mellahi-Quintero

World Junior Championship 1999

1 e4 e5 2 ♘c3 ♘f6 3 f4 d5 4 fxe5 ♘xe4 5 ♘f3 ♗g4

The pin on the knight [illegible] but it is hardly a threat [illegible] system.

6 ♕e2

After 6 d3 the queen [illegible] always block in order to attack the knight. [illegible] 1999 saw the tame 6 d3 [illegible]. Although Black went on [illegible] 6...♘xc3 7 bxc3 ♗e7 8 ♗f4 ♘c6? [illegible] move blocking the c-pawn, [illegible] not a good idea, whereas 8...0-0 allowed [illegible]

[illegible] ...e8 [illegible] h7 [illegible] he [illegible] pa tab [illegible]

6... e3

[illegible] in this [illegible] xe4 [illegible] 8 ♕xe4 [illegible] ing and for White 8 ♕d3 [illegible] and White [illegible] a piece up. Anand [illegible] explored the [illegible] Svetlowe [illegible] Zeal [illegible] 14 [illegible] 11 3-0 [illegible] 14 ♕g3 [illegible] 15 [illegible] 17 ♕g4 with equal [illegible]

7 bxc3

White prefers [illegible] open [illegible] the [illegible] and release the queen [illegible] 7 bxc3 is [illegible] and would be worth more when Black were [illegible] perform [illegible] Baden-Baden [illegible] remaining game [illegible] grabbing the pawn [illegible] ♕c8 [illegible] ♕xb [illegible] The [illegible] for Black [illegible] improve [illegible] followed by [illegible] and [illegible] longside.

7...♘c6

Both players were keen to put the pieces back in the box judging by the game Anand-Dorfman, Amsterdam 1990, which ended with 7...♕d7 8 ♗f4 [illegible] 9 h3 ♗e6 10 [illegible]

8 ♗f4 ♕d7 9 0-0-0 0-0-0 10 ♕e3 h6!?

[illegible] pawn.

11 h3 ♗e6 12 ♗b5 ♗b6 13 c4

[illegible] pawn [illegible] Now Black [illegible] in trouble due to the pin on the queen.

13 ... ♕e8 14 cxd5 ♗xd5 15 c4 ♗e6 16 ♗xc6

Mallahi [illegible] on top, having wrecked Black's queenside pawns.

16...bxc6 17 [illegible] d4 ♗d7 18 ♕f3 ♗e7 19 e6?!

An extravagant gesture. The simple 19 [illegible] ♗xe6 [illegible] ♕xc6 wins a pawn and [illegible] ♕f5 can be met with [illegible] ♕1 5+ [illegible] g3 maintaining White's advantage.

19 fxe6 20 [illegible] ♗e6+ ♗xe6 21 ♕xe6 ♕b7 22 ♕xb7+ ♔xb7

see following diagram

White enters the ending with some winning chances thanks to Black's weak isolated e-pawn.

23 ♗c2 ♖h8 24 ♗e3 ♖f8 25 ♖xd8 ♗xd8 26 ♖d1 ♗g5 27 ♗g1 ♗e7 28 ♖e1 e5 29 g4 ♖f4 30 ♖xe5 ♖xc4+ 31 ♔d3 ♖c1 32 ♗e3 ♖d1+ 33 ♔e4 ♗f6 34 ♖h5+ ♗e6 35 ♖c5+ ♔b7 36 h3 ♖e1 37

♗f3 a6 38 ♖c2 ♖h1 39 ♗g2 ♖a1 40 ♗f2 ♖d1 41 ♗g3 ♖d7 42 ♗f4 c6 43 ♖d5 ♖d6 44 ♗f3 ♗c3 45 ♖e2 ♗f6 46 ♗e4 ♖d4+ 47 ♗f5 ♖d3 48 ♖a3 ♖d7 49 ♖e4 c5 50 ♗xh6! ♖d6+ 51 ♗g6 ♖d8 52 ♗xg7 ♗d4 53 ♗f6 1-0

The introduction of a quick ♕e2 is effective against lines featuring ...g4. White can expect to emerge [illegible] the opening with an initiative.

Game [illegible]
Bronstein-Malaniuk
Hastings 1995

1 e4 e5 2 ♘c3 ♘f6 3 f4 d5 4 fxe5 ♘xe4 5 d3

This signals the start of the [illegible] Variation. According to Harding this name apparently came into use after the strong English player Sir Stuart Milner-Barry played and analysed the line which was then enthusiastically taken up by various Oxford University players such as Barden, Horseman and Penrose.

5...♘xc3

The sharp 5...♕h4+?! and 5...♗b4 are considered in Games 15 and 16 respectively.

6 bxc3 d4

The most popular reply. Black stops his opponent from playing d3-d4 followed by ♘f3. 6...♘c6 is discussed in Game 14, while there are other lesser known alternatives:

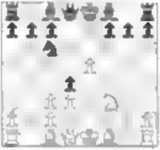
a) 6...[illegible] 7 d3 ♗e7 8 d4 [illegible] 9 ♗e1 [illegible] 10 ♗f3 [illegible] 11 [illegible] 12 exf6 ♗xf6 13 ♗g5 ♗g4 14 ♗xh5 ♕d7 (14...♔h8 15 ♕d3 wins) 15 ♗xf8+ ♕xf8 16 ♕xg4 ♗xg5 17 ♗xg5 ♘xg5 18 ♕xg5 gave White a material advantage in Arnal-Chepatsion, Verdun 1995.

b) 6...♗e7 7 [illegible] d3 0-0 8 ♗e2 f6 9 0-0 ♘d7 10 exf6 ♗xf6 11 ♔h1?! (11 ♕e1 intending ♕g3 is also possible) 11...c5 12 ♗g5 ♕e8 13 ♗xf6 ♕e3+ 14 ♔h1 ♘xf6 15 ♖xf6 gxf6 16 ♗g4 ♘xd4 17 ♗xc8 ♖xc8 18 ♕g4+ ♔h8 19 ♖d1 when Black's rook is temporarily cut off and this gave White compensation for the pawn in Wortel-Sollevelt, Leiden 1999.

7 ♘f3 ♘c6

Black concentrates on developing, which is a popular way to counter White's opening choice. One of the differences with 7...c5 (see Games 1[illegible] and [illegible]3) is that here Black has the option of playing ...♗c5 in various lines. Although ...dxc3 is obvious, it is not necessarily [illegible] 8 d4 ♕d5 9 [illegible] ♗e7 [illegible] 11 0-0 [illegible] ♕ [illegible] ♗e3 ♖ad8 [illegible] when W[illegible] a slight [illegible] and [illegible] ♗b7 [illegible] 1998.

[illegible] (10 [illegible] White [illegible] with 11 ♕g3!?) 11 ♕[illegible] (11 ♕g3!? with the idea of [illegible] queens [illegible] good for Black) 11 [illegible] 0-0 12 [illegible] 13 d4 with equality [illegible] 1996.



8 ♗e2

It can hardly do any harm for any player of the white pieces to follow the former world championship contender's example in the opening. The alternative 8 cxd4 is explored in Game 21, while it is also logical to defend the e-pawn with 8 ♘b3. Vescovi-Onischuk, Budapest 1993, continued 8...♗c5 9 exd4 ♘xd4 10 e3 ♘xf3+ 11 ♕xf3 0-0 12 d4 ♗b6 13 ♗d3 [illegible]5 14 ♕e4 g6 15 0-0 ♗e6 16 ♗h3 exd4 17 [illegible]xd4 ♕d5 18 ♕h4 ♖ad8 19 ♖f4 ♕a5 20 ♖d1 ♖d7 21 ♕h6 ♗d8 22 h4 f5 23 exf5 ♖xf[illegible] 24 ♖xf6 ♗xf6 25 ♗d5? (25 ♗xg6 is a winner) 25...♗xh!? 26 ♔h[illegible] ♖d3 27 ♖f1 ♕d8 28 ♕f4 ♕e7 0-1. It would appear from this example that White should preserve the e-pawn, but I am not so sure. An improvement for White still needs to be found on the stylish miniature Shapodnikov-Korchnoi, Sochi 1958, where Black played the superior 8...♗g4. That game went 9 ♗e2 ♗xe3 10 ♗xe3 ♗c5 11 ♕d2 0-0 12 0-0-0 ♕d5 13 ♕f4 ♗e6 14 a4 ♖fd8 15 ♗d2 a5 16 ♗a1 ♘b4 17 ♘g5 ♘xc2 18 ♘xe6 ♕a2 0-1.

8...dxc3

8...♗c5 is considered in the next main game. Black played the quiet 8...♗e7 in Glavina-Paramos, Mercado 1994, which continued 9 0-0 0-0 10 ♗f4 ♗e6 11 ♕e1 dxc3 12 ♕g3 ♘d4 13 ♘xd4 ♕xd4+ 14 ♔e3 ♕h4 15 ♕xh4 ♗xh4 16 ♗f3 f6 (Black has problems defending his pawns, as 16...♖fd8 is answered by 17 ♗d4 restoring the material balance) 17 ♖fd1 b6 18 ♗xe6 ♖ae8 19 ♗e4 ♖fd8 20 a4 when White enjoyed the slightly better ending.

9 d4

White instantly makes a bid for more space. 9 ♗e3 was seen in Spangenberg-Krogius, San Martin 1993, when Black achieved equality after 9...♗e7 10 0-0 ♘b4 11 ♗d4 ♘d5 12 ♕e1 0-0 13 ♗d1 ♗e6 14 ♗e3 ♘xe3 15 ♕xe3.

9...♘b4

Malaniuk wants to install the knight on the central square d5. Martinovic-Nevergelt, Geneva 1991 went instead 9...♗e6 10 0-0 ♗e7 11 a3 0-0 12 ♕d3 ♗d5 13 ♗e3 ♖b8 14 ♕xc3 when White has got his pawn back with equal chances.

10 a3

Bronstein encourages the knight to move because he wants to install a bishop on d3 without it being exchanged and more importantly ...♗f5 is a threat.

10...♘xd5 11 0-0 ♗e7 12 ♗d3 c6 13 ♖b1 b6 14 ♕e1

The queen move is typical because it eyes up the c-pawn and prepares to jump to g3.

14...h6

Black is reluctant to castle kingside since most of White's pieces are pointed in that direction.

15 ♗b2 ♗e6 16 ♕g3

An interesting idea to round up the pawn [illegible]

16...♗h4 17 ♕e4 ♗d5 18 ♕e2 ♖e8 19 ♕f3 ♗e7 20 ♕g3 ♗g5 21 ♗e4 0-0 22 ♗xc3

At last Black believes that it is safe enough to castle but at the same time he jettisons the extra pawn which leaves a balanced position.

22...♗xe5 23 ♕xc3 ♗d6 24 ♗f5 ♖e7 25 ♗e3 ♗xe3 26 ♕xe3 ♕g5 27 ♕f2 c5 28 dxc5 ♖xc5 29 ♖be1 ♖c4 30 ♖e2 g6 31 ♗d7 ♖e4 32 ♖xe4 ♗xe4 33 e6 ♕e7 34 exf7+ ♖xf7 35 ♕xf7+ ♕xf7 36 ♖xf7 ♔xf7 37 ♗xh6 ♗xc2 38 ♔g1 ♔f6 39 ♔f2 ½-½

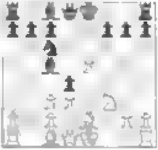
Although 8 ♗e2 is one of the lesser known tries at White's disposal, Bronstein's seal of approval should encourage more players to follow his example.

Game 10

Polasek-Vrana

Prague 1992

1 e4 e5 2 ♘c3 ♘f6 3 f4 d5 4 fxe5 ♘xe4 5 d3 ♘xc3 6 bxc3 d4 7 ♘f3 ♘c6 8 ♗e2 ♗c5



It looks like Black has [illegible] a pawn without any worries. However practical experience has shown that White has nothing to fear.

9 0-0 dxc3+ 10 ♔h1 0-0 11 ♕e1 ♘d4

This position has caused argument among analysts for years, but it is White who has enjoyed the better practical results.

12 ♗d1

In the game Traldi-Koenig, Tampere 1999 White overlooked something drastic after 12 ♕xc3 ♗b6 13 ♗d2? ♘xf3 14 ♗xf3 when 14...♗d4 effectively ended the contest. A better way to handle this move order was revealed in Lukacs-Lebeden, Rome 1989 which continued 12...h6 13 ♕d1 ♗b7 14 ♗b2 ♕d7 15 ♖e1 ♘xe1 16 ♖xe1 ♕g4 17 ♘g5 ♖ad8 18 h3 ♕a4 19 ♗d4 ♕xa2 20 ♗c3 ♗e7 21 ♕g4 (White reveals the start of an attack which remarkably continues in the [illegible] ♘g3 ♕a4 [illegible] f7+ ♖xf7 [illegible] we not have a [illegible] 28 ♕g[illegible] h6 ♖d1+ [illegible] ♕d7 3[illegible] ♕h4 [illegible] ♖h8+ [illegible]

12...f6

Vrana makes an effort to open lines as quickly as possible. Black has tried a variety of moves at this juncture. For examples:

a) 12...a5 13 ♖b1 ♘xf3 14 ♘xf3 ♘xd4 15 ♕g3 ♖a6 16 ♘g5 ♕e8 17 ♗h6 g6 18 ♕f4 ♗e3 19 ♕h4 (19 ♕xe3 ♖xh6 saves Black from any mating threats) 19...♖xh6 20 exf6 and White had a material advantage in Barash-Hebden, London 1985.

b) 12...♘xf3 13 ♘xf3 ♖e8 14 ♕g3 ♕d4 15 ♔h1 ♗f8 (15...♕xc3? 16 ♖e1 wins) 16 ♖e1 gave White an attacking initiative in Harting-Sorensen, Copenhagen 1996.

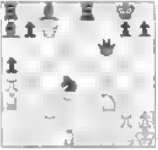
13 ♕xc3 ♗b6 14 a4 a5 15 ♗a3 ♖e8 16 exf6 ♕xf6 17 ♖b1

With the threat of ♖xb6 followed by ♕xd4.

17...♗a7

17...♗d8 has been suggested to secure the knight, but 18 ♘d2 intending ♘e4 keeps White on top.

18 ♕xc7



White is a pawn up with the better development.

18...f5 19 c3 ♘e4 20 ♗b3 ♗xb3 21 ♖xb3 ♘c3 22 ♖a1 g4 23 ♖e7

There is nothing harder than winning a won game, runs the old saying. A rough translation [illegible] means resisting tempting traps like 23 ♕d4+ to win a piece, when 23...♔h8 24 ♖xe8+ ♖xe8 25 ♕g4 allows the shocking 25...♖e1+ 26 ♘xe1 ♕f1 mate.

23...f2+ 24 ♔g1 ♘xd3+ 25 ♔f1 ♖ac8 26 ♖xe8+ ♖xe8 27 ♕d4+ ♕xd4 28 ♘xd4+ ♖xe4 29 ♖xb7

White is a pawn up and his pieces are more actively placed for the ending.

29...♘e3 30 ♖d7 a5 31 ♖d8 ♘c4 32 ♘d5 ♘b6 33 ♘d4 ♖e8 34 ♘c6 ♘d2+ 35 ♔e2 ♖e6 36 ♖d8+ 1-0

It would seem that the gambit of the pawn sac has a bright future.

Game 11
Bielak-Mokry
Olomouc 1997

1 e4 e5 2 ♘c3 ♘f6 3 f4 d5 4 fxe5

♘xe4 5 d3 ♘xc3 6 bxc3 ♘c6 7 ♘f3 d4 8 cxd4

This is generally accepted as being the [illegible]

8...♗b4+

An important in-between move that allows Black enough time to undermine the white centre. 8...♘xd4 is seen more often but it is to White's advantage. After 9 c3 ♘xf3+ 10 ♕xf3 play might proceed:

a) 10...♕h4+ 11 g3 ♕g4 12 ♕xg4 ♗xg4 13 ♗xf3 ♗e7 14 0-0 c6 15 ♖b1 [illegible] ♖b1 ♖e8 17 d4 and White went on to win in Zelic-Bubic, Zadar 1996.

b) 10...♗e7 11 d4 c6 12 ♗d3 ♗e6 13 0-0 ♕g5 14 ♖b1 ♖b8 15 ♗a3 ♗e7 16 ♗xe7 ♔xe7 (relinquishing the right to castle, but 16...♕xe7 is trounced by 17 ♕xf6+) 17 ♕g3 gave White excellent attacking chances in Borak-C Daud, Siena 1994.

9 ♗d2 ♗xd2+ 10 ♕xd2 ♘xd4 11 c3

Borak takes steps to build up his central pawns and the following sequence of moves has been played numerous times. However, a young Shirov tried 11 ♕f2 against Ozolinsh in Riga 1985, though he never experimented with it again after 11...c5 12 [illegible] 3 ♘xf3+ 13 gxf3 ♕e7 14 d4 0-0 15 [illegible] ♗g2 ♘xd4 16 ♘xd4 ♗f5 1[illegible] ♖ac8 31 ♖ac1 ♕a3 and Black went on to win.

11...♘xf3+ 12 gxf3

12...♕f6

A great deal has been written about this critical position. I believe that Makarov's treatment in this game is the best way forward for Black. The idea as usual is to undermine the central pawns but by keeping the queens on the board Black ensures more attacking chances against White's rather exposed king. In most sources 12...♕h4+ is recommended and after 13 ♕f2 play might continue:

a) 13...♕xf2+ 14 ♔xf2 0-0 15 f4 f6 16 ♗e2 ♗e6 17 d4 ♖ad8 18 ♔e3 ♔h8 19 ♖hd1 c6 20 a4 a6 21 a5 gave White the better ending in Beila-Abdulghafour, Moscow Olympiad 1994.

b) 13...♕f4 14 ♕g3 ♕c1+ 15 ♔e2 ♗e6 16 f4 ♕c5?! (16...♕b6 saves a tempo) 17 d4 ♕c6 18 ♖g1 (18 ♔f2 is also possible) 18...0-0-0 19 ♕e3 with equal chances in Antal-Mosna, Budapest 1996.

13 f4

In the game Fedchenko-Onischuk, Alushta 1994 White tried 13 0-0-0, but in the long-term his weakened pawn [illegible] That gam[e] [illegible] ...e5 ♕h1 [illegible] ...♗d8 [illegible] ...a5 [illegible] ♕e3 h[illegible] ...e6 ♕f5 [illegible] White [illegible] grand [illegible] chances.

13...fxe6 14 fxe6 0-0

A number of games ha[ve seen] 14 ♕d5 when 15 ♖g1 [illegible] Black a pawn for nothing. [illegible] response is 15 ♗e7 [illegible] ♕d1 16 ♗g2 traps the queen because 16 ...♕h2 17 [illegible] wins, while 16...♕xd1+ 17 ♔xd1 is certainly no worse for White.

15 0-0-0 ♕e7 16 d4 c5

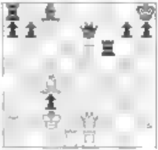
Makes [illegible] with the standard formula of attacking the centre. After 16...♕a5+ the attack is feeble because there are not enough [illegible] but 17 ♔b1 ...b5+ 18 [illegible] ♖ad8 19 ♗g2 and White can even claim an edge.

17 ♗c4+ ♔h8 18 e6?!

The pawn is not going any further except off the board. [illegible] should be considered.

18...cxd4 19 ♖he1 ♖f6 20 ♕e2 dxc3 21 ♗a2

see following diagram



21...♖xe6!

A superb piece of judgement. Black had seen in advance that this piece sacrifice allows the queen's rook to join in a king hunt.

22 ♗xe6 ♕a3 23 ♖b1 ♖e8 24 ♖ed1 ♖xd1 25 ♖xd1 ♕b2+ 26 ♔d1 ♕xa2+ 0-1

Mukry's use of 17...f6 perfectly demonstrates the potential perils of an overextended pawn formation. White should take solace in the alternative 13 0-0-0.

Game 12
Seret-Spassky
French Championship 1990

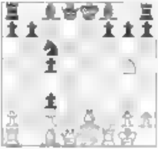
1 e4 e5 2 ♘c3 ♘f6 3 f4 d5 4 fxe5 ♘xe4 5 d3 ♘xc3 6 bxc3 d4 7 ♘f3 c5

This position could also arise from the move order [illegible] d5 14 [illegible]. The idea is straightforward enough in that [illegible] pawn supports [illegible] d4.

8 ♗e2 dxc3

The former world champion decides to take the pawn. 8...♗e7 is the subject of the next game. Instead the game Sax-Cuesta, Vrnjacka Banja 1974 saw Black try 8...♘c6, when White continued with ♕e3-g3 with a basic mating attack, i.e. 9 0-0 ♗e7 10 ♕e1 0-0 11 ♕g3 ♔h8 (11...♖e8 12 ♗h4 ♗e6 13 ♘g5 ♗f8 14 ♗h5 ♖e7 15 ♘xe6 fxe6 16 ♘g5 was winning for White in Nock-Berges, Cappelle la Grande 1995) 12 ♘g5 (12 c4!? is interesting) [illegible] ♗xg5 13 ♗xg5 ♕e8 14 ♗h5 dxc3 15 ♕e1 ♘d4 16 ♗f6 ♖g8!? (Black can save himself with 16...♘e6, when 17 ♗h4 ♘d4 18 ♗f6 ♘e6 leads to a draw by repetition) 17 e6 ♗xe6 18 ♗xd4 cxd4 19 ♖xf7 ♕xf7 20 ♖xf7 ♗xf7 21 ♕f4 ♗xa2 22 ♕xd4 1-0.

9 0-0 ♘c6 10 ♘g5?!



A swashbuckling move that is designed to frighten the life out of Black. If White wants to be safe and sensible then 10 ♕e1 suggests itself when 10...♘d4 11 ... will be roughly equal.

10...♘e5 11 ♗h5 ♕d4+ 12 ♔h1 ♗e7

The white attack has to be treated with respect because after 12...g6 White can maintain the initiative with 13 ♗f4 ♗d6 14 ♗xe5 ♗xe5 (14...♕xe5 15 ♖e1 wins) 15 ... 15 ♕f3 16 ... ♘xe5 gxh5 17 ♕xh5.

13 ♖xf7

13 ♘xf7 was worth ... giving Black the ... .

13...g6?!

Frankly, the only way to test the effectiveness of White's aggressive action is to take the exchange with 13...♘xf7. After 14 ♗xf7+ ♔d8 15 ♗e4 ♗xg5 16 ♗xg5+ ♔c7 17 ♕f3 White has chances against the exposed king but probably not enough to justify the material deficit.

14 ♖f3! ♘xf3 15 ♕xf3 gxh5 16 ♗g5 ♗xg5 17 ♖e1+

17...♔d8

Not 17...♔f8? because 18 ♖f4 is wonderful for White after 18...♕d6 19 ♕xe4+ ♔g8 20 ♕d7 21 ♖f8+ ♖xf8 22 ♕xf8+ ... 23 ♖e7, while 20...♔xd7 allows White to exploit by 21 ♖e7+ ♔c6 22 ♕e4+ ♔b5?! (Black should avoid a king chase by playing 22...♕d6 23 ♖e6 ♖ad8 with a level ending) 23 ♕d5+ ♔a5 24 ♕c5 ♕b4 25 ♖xb4 ... 26 a4 ... 27 ♕xc5+ ♔b6 28 ♕xa5 with the better chances.

18 ♕g3 ♗d7 19 ♕xg5+ ♔c7 20 ♖xd7+ ♕xd7 21 ♖e7 b6 22 ♕e5+ ♔c6 23 ♖xd7 ♔xd7 24 d4 ♖ae8 25 ♕d5+ ♔c7 26 h3 cxd4 27 ♕xd4 ♖e1+ 28 ♔h2 ♖he8 ½-½

Seret deserves ten out of ten for entertainment value but the move 10 ♘g5 should be played sparingly. A suitable alternative is the suggested improvement of 10 ♕e1.

Game 13
Kunte-Garbisu
World Junior Championship 1995

1 e4 e5 2 ♘c3 ♘f6 3 f4 d5 4 fxe5 ♘xe4 5 d3 ♘xc3 6 bxc3 d4 7 ♘f3 ♘c6 8 ♗e2 ♗e7 9 0-0 0-0 10 ♕e1 f6

10...f6 which should be considered transposing to the [illegible] Black's 8th move [illegible] game.

11 ♕g3 fxe5 12 ♗h6 ♗f6 13 ♘g5

Kunte relies on the previous [illegible] but some commentators regard 13 ♘xe5 as an even better move. For instance 13...♘xe5 14 ♕xe5 ♖f6 15 ♗xg7 ♖e6 16 ♕h5 ♕h7 17 ♗h[illegible] wins for White, while after 13...♕f7 14 ♘f3 ♔h8 15 ♖ae1 gxh6 16 ♘x[illegible] ♕g[illegible] [illegible] White picks up too much material for Black to survive.

13...♕e7

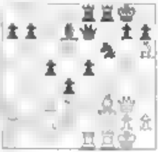
13...♗f8? is awful because 14 ♘xg7+ ♔xg7 15 ♕f4 [illegible] is an instant win.

14 ♗g4?!

A curious choice since 14 ♗f3 is pretty good for White. The game Beckers-Deneken, correspondence 1961 is an old but worthwhile example: 14 ♗h5 ♘xh7 gxh6 16 ♘xf8 ♕xf8 17 ♗d5+ ♔h7 18 ♕g6 ♕g7 19 ♕e8+ ♔f8 20 ♖xf6 1-0.

14...♗d7 15 ♘xf6+ ♘xf6 16 ♗f3 ♗d7 17 ♖ae1 ♖ae8? 1-0

Black resigned before White could play 18 ♘xe5 when 18...♕f7 19 ♗d5 wins.



A good example of how the ♕ on g3 [illegible] can help White to launch a kingside attack.

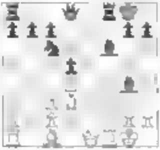
Game 14
Gruettner-Kraus
Germany 1991

1 e4 e5 2 ♘c3 ♘f6 3 f4 d5 4 fxe5 ♘xe4 5 d3 ♘xc3 6 bxc3 ♘c6 7 ♘f3 ♗e7 8 d4

A consistent approach, taking advantage of the fact that Black has declined to play ...d5-d4. White has more space and can now deploy the bishop on d3 which will help the attack.

8...0-0 9 ♗d3 f6 10 exf6 ♗xf6 11 0-0 ♗g4 12 ♕e1

A characteristic queen move in this situation, heading for the g3-square in order to orchestrate an attack on the kingside.



12...♕e8 13 ♕g3 ♕d7 14 ♘f4 ♗d8 15 e5 ♘xe5 16 ♗xe5 e6?

This is a fatal error. After the alternative [illegible] ♖xf4 [illegible] White is [illegible] slightly better.

17 ♘xh7+ ♗xh7 18 ♖xf8 ♖c8 19 ♕d8+ ♗h6 20 ♖h8+ 1-0

It makes sense for Black to deprive his opponent of the chance to play [illegible] explains why Black usually inserts [illegible] stopping White from playing the [illegible] ♕d4.

Game 15

Klimenko–Navabi

World Junior Championship 1999

1 e4 e6 2 ♘c3 ♘f6 3 f4 d5 4 e5 ♘e4 5 d3 ♕h4+?

If Black can resist anything but temptation then this is the move that he will play. The only slight snag is that the whole line has been analysed to a win for White.

6 g3 ♘xg3 7 ♘f3

The strongest continuation, and not 7 hxg3 ♕xh1.

7...♕h5 8 ♘xd5!

A key move which busts Black's idea. Now 9 ♘xc7+ is a threat together with 9 ♘f4 ♕h6 10 ♘e2 and White wins. Occasionally 8 ♖g1? is seen, but analysis by Keres reveals that Black emerges with a winning position after 8...♘xf1 9 ♖g5 ♕h6 10 ♘xd5 ♘xh2? 11 ♘xh2 ♕h4+ 12 ♔d1 ♕xh2 13 ♘xc7+ ♔d8 14 ♘xa8 ♕h5+ 15 ♔e1 ♗b6.

8...♘xh1 9 ♘xc7+ ♔d8 10 ♘xa8

10...♗e7

It is not everyday that a teenager [illegible] a grandmaster [illegible] in the game [illegible] Sweden 1993. Here Black tried to bail out with 10...♗g4 but [illegible] after 11 ♗g2 ♘c6 12 d4 [illegible] ♕d3 ♕a1 14 ♗xd3 [illegible] ♘d4 15 ♗g5 ♗e8 16 0-0-0 [illegible] 17 ♘xh1 ♔h8 18 [illegible] ♘e6 19 bxc5 ♘xg5 [illegible] ♖xb7 1-0.

11 ♗g2 ♗h4+ 12 ♔f1 ♘f2?

One could make a case that this is tantamount to resignation as it loses more material. Some older sources give [illegible] as a way of offering hope to Black, but after 13 d4! ♗g4 14 ♗e3 ♔e8 15 ♘xh1 White has a big advantage.

13 ♕e1 ♗h3 14 ♘xh4 ♕xh4 15 ♕xf2

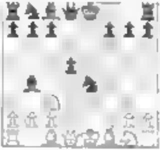
The Australian has an extra piece and pawn which is more than enough to ensure victory.

15 ...♕g4 16 ♗d2 ...e6 17 ♗c3 ♖a6 18 ♗xh3 ♕xh3+ 19 ♕g2 ♕f5+ 20 ♔g1 ♖e6 21 ♖f1 ♕h5 22 ♔h1 ♖h6 23 e6 ♖xe6 24 d4 ♗e6 25 e6 ...a7 26 ♗d2 g5 27 d5 ...xd5 28 ♗xg5 ♖g6 29 ♖xf7 ...a7 30 ♗xe7 ♕d1+ 31 ♖f1 ♖xg2 32 ♔xg1 ♖g6 33 ♖d8+ ♖xd8 34 ♗xd8 ♔xd8 1-0

A word of caution to White and Black players: ♕h4+ is not correct etiquette for jumping up from the table and start celebrating your imminent victory! The final move 8 [illegible] x f5! sends the whole line into [illegible].

Game 16
Antal-Lengyel
Budapest 1998

1 e4 e5 2 ♘c3 ♘f6 3 f4 d5 4 fxe5 ♘xe4 5 d3 ♗b4



A startling piece sacrifice that is only played if Black is looking for a draw.

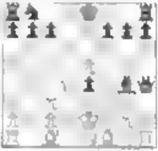
6 dxe4 ♕h4+ 7 ♔e2 ♗xc3

Lengyel takes away the defence of the e4-pawn. It is difficult for Black to summon up sufficient compensation with the alternatives.

a) 7...♘c6 (7...♗g4+ 8 ♘f3 ♘c6 transposes) 8 ♘f3 ♗g4 9 ♘xd5 0-0-0 10 c3 ♗a5 (10...f6 11 exf6 ♖he8 12 cxb4 ♖xe4+ 13 ♗e3 ♘d4+ 14 ♕xd4 ♖xd4 15 ♘e7+ ♔d8 16 ♘d5 wins for White) 11 ♕e1 ♘d4+ 12 ♔d3 ♘xf3 13 ♕xh4 ♘xh4 14 ♗g5 as in Szalar-Dudley, Paris 1995.

b) 7...dxe4 8 g3 ♕h5+ 9 ♔e1 ♕xe5 10 ♗f4 ♕c5+ 11 ♕e1 ♕f5+ 12 ♔g2 and White had an extra piece in Braune-Rotgan, correspondence 1967.

8 bxc3 ♗g4+ 9 ♘f3 dxe4 10 ♕d4



The only move that deals with the problems of her exposed king and a potentially killer pin.

10...f6?

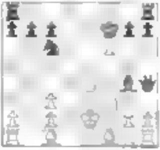
Black tries to take advantage of White's unusual set-up by opening up the position, but that is soon proved incorrect. Instead the continuation 10...♗h5 11 ♔e3 ♗xf3 12 gxf3 ♕e1+ 13 ♔f4 ♕h4+ ½-½ Puranmaa-T.Ikkanen, Hoogeveen 1999 has been played numerous times, usually between friends who want a spectacular draw. In fact 10...♗h5 was first played in a match between Steinitz and Blackburne in 1876 and even today people are finding new ways for White to avoid a repetition and keep the game going. For instance:

[illegible] a1) 1[illegible] ♕xe4 ♕f3+ 1[illegible] 5 16 ♗e3 [illegible] d [illegible] a big advantage [illegible] Sulzman [illegible] +

a) 11 ♕g4 1 h5 ♕f4 (or 1[illegible] ♕f5 3 ♘e1 ♕g5+ 14 ♔h3 ♕d6+ when White would be wise to take the draw) 3 [illegible] ♕g3+ 14 ♔f2 ♕xf2+ 15 ♔xf2 [illegible] 16 gxf[illegible] d7 17 ♗d3 ♘g6 18 [illegible] 4 0-0-0 when the wrecked white pawn structure meant that Black held the advantage in Malz-Cordlen [illegible] 1995.

b) 11 ♗e3 ♗d3 12 ♘b5+ c6 13 gxf3 ♕h4+ 14 ♔e2 ♗xe4 ♕g6+ 15 ♗e3 [illegible] 16 ♔xd3 ♘c6 17 ♕f5 [illegible] is fine for Black) 14 ♕h3 15 [illegible] 16 ♗d2 ♕g4+ 7 [illegible] ♘b5 18 ♖g1 ♘c6 19 ♕e3 0 [illegible] + 20 [illegible] ♕h3 and Black was better in [illegible] correspondence 1987.

11 exf6 ♘c6 12 ♕xe4+ ♔f7



The logic behind Lengyel's scheme to bring his rooks into play cannot be faulted. However, the extra piece tips the balance hugely in White's favour as he can wriggle out of the attack.

13 g3 ♕h5 14 ♗f2 gxf6 15 ♘a2 ♖he8 16 ♘g5+!

A clever way of simplifying matters and a prelude to a winning endgame.

16...♕xg5 17 ♕xh7+ ♔g7 18 ♕xg7+ ♔xg7 19 ♘xg4 1-0

This variation offers promising play but there is a real possibility of Black entering the drawing line with 10...♘h5 11 ♗e3 ♗d3. White has tried several ways to find an improvement but nothing is particularly convincing.

Game 17

Depasquale-G Charles

Australian Open 1999

1 e4 e5 2 ♘c3 ♘f6 3 f4 d5 4 fxe5 ♘xe4 5 ♕f3

The favourite of Steinitz. This old move is designed to oust the knight from e4. 5 ♕f3 has gone out of fashion but should be considered if your opponent has a copy of the book *The Complete Vienna* by Tseitlin and Glazkov. They recommend the line 5...♘c6 6 [illegible]d3 ♗f5 7 ♕b5 a6 8 ♕xb7 ♘d4 9 ♘xe4 ♗xe4 10 ♘d4 ♗c5 11 ♘c6 ♕h4+ 12 g3 ♗f3 13 ♗d3 ♘xe4+ 14 ♗xe2 ♕e4 and Black is winning. The only snag is that 15 ♕xa8+ ♔d7 16 ♗f5 [illegible] has [illegible] ring [illegible] sent [illegible] side [illegible] ment. Te [illegible] 9 ♕e [illegible] 11 ♕f1 ♘h [illegible] [illegible] would have given Black a winning ending.

5 ♘c3

The main alternative 5 ♘c3 is [illegible] under in the next illustrative game. In [illegible] 5 [illegible] is regarded very seriously [illegible] literature but is not [illegible].

[illegible] was used in Alekhine [illegible] World Championship 199[illegible] when [illegible] 8 ♕g5 (if 8 ♘d [illegible] dxc3 9 [illegible] 10 ♘xh4 ♕h4+ 11 ♕f2 ♕xh4 [illegible] ♕d4 wins a pawn) 8...♘c6 [illegible] ♗e6 [illegible] ♘f3 ♕d7 11 ♘e5 ♗xc3 (not 11...♘e5? 12 ♘xh [illegible] 13 ♕f5 0-0-0 14 [illegible] and White has the brighter prospects) [illegible] 0-0 [illegible] 13 [illegible] 0-0-0 14 a4 ♖dg8 15 ♖h1 gave White a slight edge.

6 bxc3

White wishes to create a strong pawn centre by following up with d2-d4. 6 dxc3 is hardly ever played, as the advantage of opening up the d-file is counterbalanced by the fact that he needs to keep an eye on the e5-pawn. This didn't deter White in the game Dee-J. Schmidt, Brantford 1999, which continued 6...♗e7 (6...♗e6 intending ...c7-c5 and ...♘c6 looks like a possible improvement) 7 ♗f4 ♗e6 8 0-0-0 ♘d7 9 ♕g3 g5 10 ♗e3 c5 11 ♘f3 h6 12 h4 g4 13 ♘d2 ♕a5 14 a3 0-0-0 15 c4 d4 16 ♗f4 ♘b6 17 ♗e2 when the position was evenly balanced.

6...♗e7

Keres shows that White is better after 6...c5 7 ♗b5+ ♘c6 [illegible] ♗d7 8 [illegible] ♕xd7 9 ♘e2 ♘e6 10 d4 ♗e7 11 ♕g3. The idea of exchanging queens is not quite appropriate in this position. [illegible] Salmuhov, Budapest 1997 saw 7 ♕e4+. After 8 ♕xe4 dxe4 9 ♗g [illegible] ♗f5 10 d4 ♘d7 11 ♗h3 f6 12 exf6 [illegible] 13 0-0 ♗g6 14 ♗g5 0-0-0 15 [illegible] ♗e7 16 ♖ae1 [illegible] 17 ♗xe4 when White won a pawn and soon afterwards the game.

7 d4 0-0

Black has managed to castle early but this is not an indication that he is clear of danger. 7...c5 was seen in Shaw-Luther, London 1995, with White retaining a slight edge in the middlegame after 13 ♗g5 ♗xg5 14 ♕xg5 ♗b7 15 ♕xg7 [illegible] 16 ♘xd4 ♕xc3 17 [illegible] ♘xe4 [illegible] 18 ♖b1. If Black is looking for something different then 7...♘b6 intending ...♗c6 is interesting.

8 ♗d3 f5 9 ♕h5

Depasquale is renowned for his ag

[illegible] erfect for his [illegible] before but no [illegible] et emerged on the [illegible] attack.

9...g6 10 ♗xg6 hxg6 11 ♕xg6+ ♔h8

W[illegible] has [illegible] pleasant [illegible] between a perpe[illegible] and trying to strengthen [illegible] present at th[illegible] expecting a quick [illegible]

12 f3 ♕e8 13 ♕h6+ ♗g8 14 0-0 fxe5 15 ♗g3 [illegible]e6

This novelty certainly gives White difficult tasks [illegible] and Glaskov [illegible] the variation [illegible] good for White on the basis of some analysis by Harding. He looks at 15...♘f5 and after 16 ♗h4 concludes that White is better after 16...[illegible] 17 ♕e6+ ♖f7 18 ♗xe7 ♕xe7 [illegible] ♕[illegible] ♖f8 20 ♖xf8+ ♕xf8 [illegible] ♕xb[illegible] d7 [illegible] ♕xd5+ or 16...♗xe[illegible] 17 ♕e6+ ♖f7 18 ♗xe[illegible] ♕xe7 19 ♕c8+ ♔h[illegible] ♖xf1+ ♕xf7 [illegible] ♖f1 ♕d[illegible] ♕f8. The text develops a piece and more importantly takes away the chance for White to play ♕e6+ at some stage.

16 dxe5?!

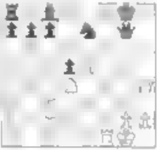
It seems to me that 16 [illegible] is the right way to continue. The position is kept open and the immediate threat is 17 ♘xc6 bxc6 18 ♗xe7 ♕xe7 19 ♕xc6. A sample line might be 16...♘xe5 17 dxe5 and now not 17...♖f5 which fails to 18 ♗f6 but the superior 17...♖xf1+ 18 ♖xf1 ♗f8 19 ♖xf8+ ♕xf8 20 ♕g6+ ♕g7 21 ♕e8+ with perpetual check.

16...♕f7 17 [illegible]d4 [illegible]g6?!

Black hands back the material. A better idea was [illegible] ♕g[illegible] when White will have problems justifying the piece sacrifice.

18 ♕xg6+ ♕g7 19 ♖xf8+ ♔xf8 20 ♖f1+ ♔g8 21 ♘h4 ♘e7?!

The knight is heading for g6 but it makes more sense to go to e5 and pick up a pawn in the process. For instance 21...♘xe5 [illegible] d5 [illegible]f5 [illegible] ♖xf5 [illegible]g4 24 ♕g4 ♖f8 25 ♖g4 ♖f6 [illegible] h4 [illegible] 27 h4 when Black has to hand back the piece but [illegible] drawn[illegible]



22 e6!

This effectively locks out Black's queenside pieces while providing support for the rook to invade the seventh rank. Black's cause is hopeless.

22...c5 23 ♖f7 ♕xf7 24 exf7+ ♔xf7 25 [illegible] ♗f5 26 [illegible]d5+ ♔e6 27 [illegible]xb7 ♖e8 28 ♕f4 ♖xe2 29 ♕d6+ ♔f7 30 ♕h6 [illegible]f5 31 [illegible]d6+

Simple and effective. Those of you

[illegible] will have noticed [illegible] 30 ♕h7+ ♔e6 31 g4

31 ...♗xd6 32 ♕xd6 ♗f5 33 ♕xd6+ ♗e6 34 ♕b7+ ♔f6 35 ♕xe7 ♖d8 36 ♕xc5 ♖d1+ 37 ♔f2 ♖d2+ 38 ♔g3 ♖xa2 39 h4 ♖a4 40 ♕g5+ ♔f7 41 h5 ♖c4 42 ♕g6+ ♔e7 43 ♕g7+ ♔d6 44 h6 ♖g4+ 45 ♕xg4 ♗xg4 46 ♔xg4 1-0

White has [illegible] against [illegible] ♘c3 and at [illegible] at least [illegible] the [illegible]

Game 18
Koeniger-Maier
Munich 1991

1 e4 e5 2 ♘c3 ♘f6 3 f4 d5 4 fxe5 ♘xe4 5 ♕f3 ♘c6

This is the best way to deal with ♕f3.

6 ♗b5

The pin on the knight is necessary to prevent it from attacking the queen. If 6 ♘xe4 then 6...♘d4 is excellent for White. For instance a step back in time reveals:

a) 7 ♕d3 dxe4 8 ♕e4 ♗e6 9 ♕a4+ c6 10 ♘e2 ♗c5 11 c3 b5 12 ♕d1 ♕h4+ 0-1 Englund-Cohn, Barmen 1905.

b) 7 ♕f4 dxe4 8 ♘xe4 ♗f5 9 ♗d3 g5 10 ♘xd7+ ♔xd7 11 ♕f2 e3 12 ♕f1 exd2+ 13 ♔d1 dxc1♕+ 14 ♖xc1 g4 15 h4 ♕g5+ 16 ♔d1 ♖d8 0-1 Boros-Lilienthal, Budapest 1933

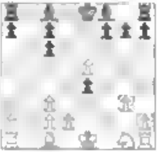
6...♘xc3 7 bxc3

After 7 dxc3 Black can respond with 7...♕h4+ followed by ...♕e4+. In the game Tolosa-Morano, Santiago 1997, White captured the knight with 7 ♕xc3, but to move the king voluntarily is not a good idea, i.e. 7...♕h4+ 8 ♔d1 (8 g3 ♕e4+ is shameful for White) 8...♗d7 9 d3 ♕h5 10 d4 0-0-0 with the better chances for Black.

7...♕h4+ 8 g3 ♕e4+ 9 ♕xe4 dxe4 10 ♗xc6+

If 10 d4 then 10...♘xd4 11 cxd4 ♗d7 is good for Black because if White defends with 12 ♗d3 or 12 ♗f4 then Black replies with 12...[illegible] revealing an attack on the light-squared bishop.

10...bxc6



11 d4

11 [illegible] has been tested without much success. The problem is that on an open board Black's pair of bishops are too powerful, while the pawn on e5 can be undermined and an eventual ...f7-f6 is usually in Black's favour. In Kazic

[illegible] Black tried to [illegible] [illegible] chances.

11 [illegible] Nd3 [illegible]

[illegible] regard as being [illegible]

13 Ke2 Rd8 14 d4 Ne7?

14...Nf5 also looks good.

15 [illegible] f3 0-0 16 h3 Rb8 17 g4 Ne4 18 Rg1 f5!

The prospect of opening up the f-file is appealing for Black, who can now attack the knight and try to get at the centralised king.

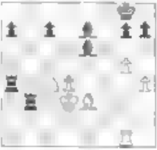
19 exf6 Nxf6 20 [illegible] Ne2 21 [illegible]

At last Black gets rid of his doubled c-pawn. White can only respond meekly to the threats as he is struggling to hold the position due to the rampaging bishops.

22 g5 Ne7 23 [illegible] e5 exd4 24 cxd4 Nd5 25 Ne3 Nf5 26 [illegible] e4 Ne7?

A better [illegible] ...Nxh3 is playable but after [illegible] cxd6 Black has to worry about certain opposite-coloured bishop endings.

27 fxd4 Rb4 28 Rac1 Rxd4 29 c3 Ag4 30 Ad8 Rb4 31 Rc3 Rb3!



A clever finish.

32 Kxb3 Bf5+ 33 Kd2 Bd4 0-1

The general feeling is that 5...[illegible] is a fine antidote to 5 Qf3. Black usually emerges into a favourable endgame where the pair of bishops guarantees at least a slight advantage.

Game 19

Paglilla-Glatny

Buenos Aires 1998

1 e4 e5 2 Nc3 Nf6 3 f4 d5 4 exd5!?

This [illegible] line is sometimes favoured by club players who want to avoid the main lines. It should not provide White with any chances if Black quickly goes wrong or transposes into another opening.

4...e4

This offers Black a [illegible] equality. If 4...exf4 then 5 Nf3 transposes to the King's Gambit which normally occurs after 1 e4 e5 2 f4 exf4 3 Nc3 d5 4 exd5 Nf6. I suggest that Black should steer clear of this because it requires a lot of work to understand the [illegible] kely. The [illegible]

[illegible]

[illegible] of White's pa[illegible] will herald a [illegible] the light [illegible] above [illegible]

Black [illegible] chances are p[illegible]

5. ♕ad5 6 fxe5

Instead [illegible] to win a pawn [illegible] to replace the queen. [illegible] might continue:

a) 7 [illegible] ♗g4 8 fxe [illegible] ♗xf3 10 gxf3 [illegible] ♗xd1 ♘xe5 [illegible]

ing in return but his pawn deficit in Grigorian-Gretarsson, Copenhagen 1997.

b) 7 c3 ♗e7 8 ♘f3 ♗g4 9 fxe5 0-0-0 10 d4 ♗h4+ 11 ♗d1 ♘xe5 and I had exploited the pin to achieve a winning position in D.James-Lane, Blackpool 1997.

6...♛e4+!

The exclamation mark is meant to show that Black avoids the obvious move which leads to a dull position. In the game [illegible] Lebers at Buenos Aires 18[illegible] Black tried 6...♛xe5+ when 7 ♕e2 led to [illegible] ending after 7...♛xe2+ 8 ♗xe2 [illegible] 10 0-0 [illegible] ♗e6 13 ♗xe6 ♖xe6 14 d4 ♖e[illegible] ♖ae8 1[illegible] ♖xe[illegible] ♖xe[illegible] and a draw was soon agreed. The [illegible] because now 7 ♕e2 is answered by 7...♛xc[illegible]

7 ♗e2 ♗g4 8 ♔f1

White [illegible] up the right to castle but [illegible] unable to find any voluntary [illegible] 8 [illegible] when Black has a strong [illegible] after 8...♗xf3 9 gxf3 ♛h4+ 10 [illegible]

8...♗xe2+ 9 ♘xe2 ♛xc2 10 d4 ♛xa2+

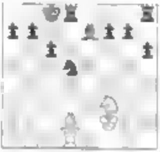
Black enters the ending with the intention of playing for a win. The big differ-

[illegible] h... note to [illegible] his rate [illegible] knew Black [illegible] queen [illegible] and [illegible] was to [illegible] lean on the central pawns.

11 ♗xe2 ♘c8 12 ... f3 0-0-0 13 ♖d1 ♘b6

The knight heads for d5 where it blocks the progress of the d-pawn.

14 ♗g5 ♖e6 15 ♗f2 h6 16 ♗e3 ♗d6 17 ♗d2 ♗e7 18 ♖ac1 e6 19 ♖h1 ♖d8 20 b3



English has understandable aims. However, [illegible] back and [illegible] for Black to improve the position of his pieces. He therefore [illegible] his pawns on the queenside [illegible] Black [illegible] adequate resources.

20...♔c7 21 b4 ♖d5 22 ♖dc1 g6

There is no way that Black will allow White any counterplay with b4-b5.

23 ♖h3 ♖hd8 24 ♗e3 ♔b8 25 ♖ab1 f6 26 ♗e2 g5

Black has tied up the white pieces to the defence of the d4-pawn and now embarks on a scheme to provoke matters on the kingside.

27 ♗d1 ♗d6 28 ♗e2 f4 29 ♗f2 g4 30 ♖e1 h5 31 g3 e5!

The key breakthrough which allows Black to infiltrate.

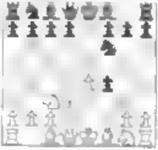
32 ♗xe5 ♗xe5 33 dxe5 ♖d2+ 34 ♔f1 ♖xe2 35 gxf4 ♖dd2 36 ♗g1 ♖c4 37 ♖eb1 ♖xd4+ 38 ♔e1 ♖g2 39 ♖xh7+ ♔c8 40 ♗e3 ♗h4+ 0-1

4...[illegible] is a sound way of dealing with White's [illegible] approach. [illegible] innovation [illegible] ♕e4+ is the best way for Black to seek an interesting middlegame.

Game 10
Maslachenko-Skatchkov
Orel 1996

1 e4 e5 2 ♘c3 ♘f6 3 f4 d5 4 d3

This passive response to bolster the centre was the height of fashion in the 1880s! Modern opinion is that Black can fully equalise [illegible] two ways.



4...exf4

A move recommended by Keres. Other possibilities are:

a) 4...dxe4 5 fxe5 ♘g4 6 ♘xe4 (6 d4 ?! is worthy of further study) 6...♘xe5 7 ♗e2 ♗e7 8 ♘f3 ♘bc6 9 ♘xe5 ♘xe5 10 0-0 0-0 11 d4 ♘d7 12 ♗f4 ♘f6 and chances were equal in A.Kessler-N.Stewart, Kettig 1994.

b) 4...d4?! 5 ♘ce2 (5 ♘b1 is also an

[illegible] ♗g4 [illegible] [illegible] side pawn [illegible]

5 ♗xf4

An obv[illegible] be best 5 e5 [illegible] wh[illegible] will pl[illegible] [illegible] side 1974 de[illegible] should scupper h[illegible] inserting the ann[illegible] continued [illegible] [illegible] would be [illegible] e5 ♕h4 [illegible] pawn) [illegible] ♕g5 15 ♕e5 [illegible] ♕g5 16 ♖ad1 ♕f6 [illegible] ter for Black) 17 ♗xd4 18 [illegible] xd4 ♖xd4 20 ♕g5 [illegible] ♖d1 gxf4 23 gxf4 ♖d4 [illegible] Black had a winning [illegible].

The best, if rather bland, response is 5 exd5 encouraging exchanges. [illegible] Hartston, British Championship 1974 continued 5...♘xd5 6 ♘xd5 ♕xd5 [illegible] ♕xd6 9 ♕d2 [illegible] 10 0-0 [illegible] ♗g4 [illegible] gives Black a small edge) 10 [illegible] ♕d4 11 [illegible] e5 12 [illegible] ♕a4 13 ♗b1 [illegible] 14 b3 ♕a3 15 [illegible] ♖b8 16 [illegible] d3 [illegible] d4 17 [illegible] b6 18 [illegible] ♖ad8 when chances were equal.

5...♗b4 6 d3?!

For the sake of a dubious tactic White compromises his position. The idea is that Black will be tempted to win a pawn with 6...dxe4 7 dxe4 ♘xe4 which fails to 8 ♕xd8+ ♔xd8 9 0-0-0+ ♘d6 10 ♘d5 ♗a5 11 ♗g5+ f6 12 [illegible]xf6 h6 13 ♘e4+ brings 14 ♘xc5 and White wins. In the circumstances 6 exd5 suggests itself, after which play might continue 7 ♗d2 0-0 8 ♘xd5 ♖e8+ 9 ♗e2 ♕xd5 10 ♘f3 ♗xd2+ 11 ♕xd2 [illegible] 12 c3 ♘e5 when I favour Black thanks to the space advantage.

6...0-0

If 6...d4 then 7 a3 dxc3 8 axb4 cxb2 9 ♖b1 followed by taking on b2 is fine for White.

7 e5?!

White wants to cement his pawns on e5 and d4 but things are not that easy. However, the alternative 7 exd5 lacks any appeal now that the queen's knight is pinned. For instance 7...♘xd5 8 ♗d2 ♖e8+ 9 ♗e2 ♘xc3 10 bxc3 ♕h4+ gives Black the advantage because the pressure on the e-file will make it awkward for White to castle.

7...d4!

The right way to deal with White's ambitions.

8 a3 dxc3 9 axb4 ♘d5

This is the difference compared to the note after Black's 6th move. The knight swoops in to give White a real headache in his attempts to restore material equality.

10 ♗g3 f6 11 exf6 ♖e8+

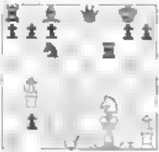
Of course 11...cxb2? is rather embar-

[illegible] s. White [illegible] look towards [illegible]

12 ♔f2 cxh2 13 ♖a3

An unfortunate compromise. 13 ♔b1 would be met by 13...[illegible] is fatal.

13...[illegible]f6 14 ♗xf6 ♖xf6 15 ♖a3 ♘c6



16 d4

Mastachenko would no doubt have preferred to play 16 ♖xb1 but that is dealt a severe blow after 16...♕e5! leading to more consternation for the white king after 17 ♔b1 ♕d4+ 18 ♔e1 ♖e6+ 19 ♔e2? ♕g4 and Black's happy choices include taking on g2 or h4.

16...♗g4 17 ♘e2 ♕h6 18 h3 ♗xf3 19 ♗xf3 ♕h4+ 20 g3 ♕xd4+

The game is effectively over. Sha[illegible]kov has been rewarded for his enterprising play with [illegible] extra pawn.

21 ♗g2 ♖xf6 22 h4 ♘h8 23 ♗xa6 ♕f2+ 24 ♔h3 ♖xa6 25 ♖xb2 ♕f6 26 ♔h3 ♖e4 27 ♔h2 ♕e5+ 28 ♔g2 ♕e4+ 0-1

Summary

If White [illegible] ars to play one of the main lines because the early alternatives explored in Games [illegible] are promising for Black. I am not convinced by the merits of 5 ♕f3 and Games [illegible] and 15 do little to change such a view. 5 d3 is a good way of tempting Black into going wrong which is clearly illustrated in Game 15. The most important response [illegible] followed by a fight for control of the centre. Black seems to be doing fine and Games 9-11 are encouraging.

The main line 5 [illegible] is the positional approach and in general White has had some success from this position. The main problem is that after 5...♗e7 it is hard to prove an advantage with either 6 ♕e2 [illegible] and 7 or 6 d4 (Games 3 and 4).

1 e4 e5 2 ♘c3 ♘f6 3 f4 d5 4 fxe5

4 exd5 [illegible]

4...♘xe4 5 ♘f3

5 d3 [illegible]

[illegible]

5 ♕h4+ [illegible]

5 ♕f3 [illegible]

5...♗e7 (D)

5...♘c6 [illegible] 5...♗g4 [illegible]

6 ♕e2

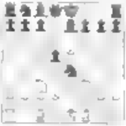
6 d4 (D) [illegible]

6...♘xc3

6...♗g5 [illegible]

7 dxc3 [illegible]

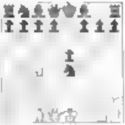
6 bxc3



5...♗e7

6 d4

CHAPTER TWO



2 ... ♘f6 3 ♗c4 ♘xe4

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♘xe4

If instead of 3 f4 White opts for 3 ♗c4 Black has several ways to continue, as we shall see in the next four chapters. The most straightforward of these is 3...♘xe4, offering the knight via a simple fork device. In fact this move is more [illegible] than it appears, and can lead to sharp variations and entertaining games, as we shall see in this chapter.

This idea was first extensively analysed in 1927 by Hamburg's Max [illegible] and [illegible] in *[illegible] Schachzeitung*, and soon attracted a lot of attention, featuring in many international tournament games. The upshot of all this was Spielmann's conclusion: 'That 3...♘xe4 accomplishes nothing is shown in all textbooks: Black temporarily sacrifices a knight and obtains a sufficiently even game.' This statement has been taken by some commentators as gospel truth, but in fact things are not so easy for Black. After the sequence 4 ♕h5 ♘d6 5 ♗b3 ♘c6 6 ♘b5 g6 7 ♕f3 f5 8 ♕d5 we enter the fantastically complicated variations of the wonderfully named Frankenstein-Dracula Variation. Games 31-34 are devoted to a survey of this line and are essential reading for Black if he wishes to use this opening after 3...♘xe4.

Black is of course not forced to enter the complications of 5...♘c6, as 5...♗e7 leads to a passive game. [illegible] gives an excellent example of how White [illegible] an attack straight from the opening in Game 35 with Black resigning after only 19 moves, while Rogers shows how to restore the material balance and preserve an advantage in Game 36. Finally in Game 37 one of the world's top players is reduced to accepting a draw. Also White can dictate the course of the game if he wishes with 5 ♕xe5+.

Game 31
Kaidanov-Bareev
[illegible] 1987

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♘xe4 4 ♕h5

The advance of the queen is considered the most challenging continuation. White threatens an immediate checkmate in one move in order that Black will be [illegible] position. [illegible] [illegible] glance [illegible] [illegible] that [illegible] has [illegible] g? is the move [illegible] ♕f6 and ♕f7 [illegible] 8 d3 g6 9 ♘d1 [illegible] [illegible] chances in [illegible] 1991 [illegible] [illegible] [illegible] [illegible] [illegible]

[illegible] ♕e7 8 [illegible] [illegible] ♘c [illegible] [illegible] for p[illegible] [illegible]

4...♘d6 5 ♗b3

The bishop retreats but maintains the pressure on f7. The drawish 5 ♕xe5+ is considered in Game 27.

5...♘c6

The main alternative 5...♗e7 is the subject of Games 25 and 26. Alternatively 5...g6!? is worth consideration as it does have the merit of bypassing White's onslaught by forcing an exchange of queens. In E.Tonning-R.Pokorna, Danish Junior Championship 1997, White continued 6 ♕xe5+ ♕e7 7 d4!? ♘c6 8 ♕xe7+ ♗xe7 9 ♘d5 ♗d8 10 [illegible] f3 [illegible] 11 c3 d6 12 ♗g5 with an edge. I prefer [illegible] ♘d4!? offering to gambit a pawn in return for rapid development, e.g. [illegible] ♘xd4 11 0-0-0 [illegible] 12 ♗e5 0-0 13 [illegible] ♗xe7 14 ♗xd6 when White has regained the pawn and maintained the initiative.

6 ♘b5

[illegible] 1975 the respected author Tim Harding dubbed this line the Frankenstein-Dracula Variation. He jokingly argued that if Frankenstein and Count Dracula were to sit down to play a game they would be well suited to such a wild line involving a sacrifice of the rook in the corner.

6...g6

The rook sacrifice 6...♕e7?? is prema-

[illegible] 8 ♘xe7+ [illegible] 11 d3 [illegible]

[illegible]

[illegible] here 7... [illegible] 8 ♕d [illegible] game after [illegible] 15 ...ch 11 ♕ [illegible] ♕h3 when [illegible] bishop on [illegible].

8 ♕d5 ♕e7

The most popular reply. 8...♕f6 is discussed in Game 4.

9 ♘c7+ ♔d8 10 ♘xa8 b6

H[illegible] the [illegible] at the back rank [illegible] which leads to [illegible]. The knight on a8 [illegible] exchange [illegible] and B[illegible] this lead [illegible] development [illegible] the white queen.

11 ♘xb6

White makes clear [illegible] to grab what material is offered before worrying about a defence, which is probably a good idea in the circumstances. The main alternative 11 d3 is seen in Games [illegible] and [illegible] while White has also dabbled with a few other moves:

a) 11 ♕f3 ♗b7 12 ♕h3 (perhaps 12 d3!?) 12...♘d4 13 c3 ♗g7 14 ♗d1 ♘e6 15 d3 ♗xa8 16 ♘e2 f4 17 ♗f1 ♘g5 18 ♕h4 ♘f5 0-1 R.Bott-De Cardy, London 1998.

b) 11 a4 ♗b7 12 a5 ♘d4 13 ♕xb7 ♘xb7 14 axb6 a5 15 [illegible] ♘xb1 16 cxb3 f4 and Black is better since the white pieces lack harmony.

c) 11 [illegible] 13 ♗xb7 12 d4 exd4 13 ♗g5 ♘f3+ 14 ♕f3 ♕xg5 15 ♗d5 ♗xa8 16 ♕b3 e4 17 ♕a4 ♗b6 18 ♕xa6 (another piece is added to the w[illegible] here but the vulnerable white king decides matters) 18...♕d5 19 ♗f1 [illegible] ♕xd5 21 ♕xa7 [illegible] c4 [illegible] ♘e3+ [illegible] ♕xg2+ [illegible] d3 ♕xa7+ 25 ♗d4 ♗g7 [illegible] ♗e3 ♖e8+ 0-1 Soder-Thaczyk, correspondence 1991.

11 ...axb6 12 d3

Karlsson sensibly opens the diagonal for his bishop. In practice it is a good idea to keep the white queen active. Other moves allow Black a good attack.

a) Varga-B.Lakos, Medulin 1997 went 12 ♕f3 ♗b7 13 ♕d1 ♘d4 14 ♗d1 [illegible] 14 (I prefer the immediate 14...♕g5) 15 f3 e4 16 d3 exf3 17 gxf3 ♗b6 18 [illegible] ♘f5 19 ♔h2 ♕h [illegible] ♕f1 ♔c7 [illegible] ♗g5 [illegible] h4 ♘g3+ [illegible] ♗g5 ♗xh4 [illegible] ♗xh4 [illegible] 25 ♗xd4+ ♗xd6 26 ♕xb6+ ♔c6 27 ♗xh1 ♖e8 28 d4 [illegible] 29 ♕b4+ ♔c7 30 ♕a6+ ♔b7 31 ♕b4+ ♔c7 32 ♕a5+ ♔b7 33 ♕b4+ ♔[illegible]

b) An unusual approach was adopted in Ma-Timmerman, Dieren 1998 when White carried on developing with [illegible] e2 and allowed his queen to be chased around the board after 12...♗b7 13 ♕d3 ♘g7 14 ♕h3 ♔c[illegible] 15 [illegible] 16 ♖e8 1[illegible] 0-0 g5 17 hxg5 e4 18 ♕h3 [illegible] 19 d4 d6 20 [illegible] and White is better, though I suspect [illegible] in the performance.

12...♗b7 13 ♕f3 ♘d4 14 ♕h3

14...f5!?

Bareev intends to keep the white queen under a tight rein by restricting its movement. There are three other critical choices.

a) 14...♘e4 15 ♘c3 [illegible] 16 [illegible] 17 ♘xb6+ [illegible] 18 [illegible] 19 [illegible] ♗g7 [illegible] gave Black good chances in Buchnicek-Kiltai, correspondence 1989. However, an old piece of analysis by Keres suggests that 19 ♕h4 is an improvement as after 19...♕xf4 20 [illegible] White has a better ending.

b) 14...f4 15 ♘d2 h5 16 0-0-0 g5 17 [illegible] 18 g4?! (18 ♘h4 deserves consideration) 18...♗xg4 19 ♕xg4 h4 20 ♕g[illegible] g4 when Black had active play for the sacrificed material in J.Dolber-Zude, Wiesbaden 1993.

c) 14...g5 15 ♘c1 (perhaps 15 [illegible] 16 ♘xe6 dxe6 17 [illegible] followed by ♕e3 with an edge for White) 15...h5 16 ♘xd4 exd4+ 17 ♔f1 g4 18 ♕g3 h4 19 ♕f4 h3 is another way to use the power of the light-squared bishop and results in double-edged play.

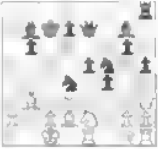
15 ♘f4 ♘f6 16 ♗d2 ♗g7?!

16...g5 to attack the queen and probe for weaknesses looks more consistent. For instance, 17 0-0-0 ♕g7 18 g4 leads to complications in White's favour.

17 0-0-0 ♕f5 18 ♖e1 ♔c7

Once more 18...g5 should be considered.

19 ♗e2



Kasparov considers White better [illegible]

19...♘xb3+ 20 axb3 ♕d6 21 ♘c3 ♘d4 22 ♘e4 ♖a6 23 ♗e3 ♗xe4 24 fxe4 f3 25 ♗xd4 ♕h4

25...♗xb6 to push the king into the corner is an interesting alternative 26 ♔b1 [illegible] ♘xe5 ♕xe5 28 ♕xg7 and White is winning.

26 ♗xb6+ ♔xb6 27 ♔b1 ♕a6 28 c3 ♕a2+ 29 ♔c2 ♖a3 30 ♖a1 1-0

[illegible]...♔b6 secures a long-term material advantage and it is up to Black to prove he has enough compensation. Kasparov cleverly demonstrates how White can put a stop to Black's attacking prospects.

Game 75
Shabalov-Parker
[illegible] 1994

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♘xe4 4 ♕h5

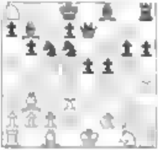
...d6 5 ♗b3 ...e6 6 ...h6 g6 7 ♕f3 f5 8 ♘d5 ♘e7 9 ♘xc7+ ♔d8 10 ♘xa8 b6 11 d3

It makes sense to try and catch up on development by preparing to move the bishop, though I prefer 11 [illegible] as in the previous game.

11 ...♗b7 12 h4

In view of the threat of [illegible] White takes steps to provide one of his own by preparing to pin the queen with 13 ♗g5.

12 ...h6



This looks simple but it does [illegible] out the option [illegible] ♗g5 [illegible] Black may wish to [illegible] [illegible] pawn so the [illegible] present [illegible] than 12 ...h6 as in the [illegible] game. Finally in [illegible] Kasparov, USSR 1984 Black tried to [illegible] with 12 ...♗g7 but the exchange of pieces favoured White after 13 ♗g5 ♘f6 14 ♗xf6 ♕xf6 15 ♕f3 [illegible] d4 16 ♕h3 ♗xa8 17 0-0-0 e4 18 dxe4 [illegible] 19 ♕h3 [illegible] xb3+ 20 axb3 ♖e8 [illegible] and White had the initiative and extra material.

13 ...xh6

Shabalov takes the opportunity to add a pawn to his collection. There has been some debate over whether White should in fact save time with the immediate 13 ♕f3 with mixed results. After 13 ...♘d4 play might proceed:

a) 14 ♕g3?! (4! 15 ♕xg6 ♖h7 16 ♕h5 ♗xg2 17 c3 e4 18 cxd4 exd3+ 19 ♕e5 ♗xh1 and Black went on to win in P.Burke-M.Clarke, correspondence 1979.

b) 14 ♕h3 ♗g7 (if 14 ...f4 then 15 c3 with the plan of ♗d1 and 0-0-0 securing an advantage) 15 c3 ♖e8 16 cxd4 (16 [illegible] is a safer approach) 16 ...exd4+ 17 ♗d1 [illegible] 18 [illegible] ♕xf2+ 19 ♗d2 ♖e3 20 ♕h [illegible] xd3 21 ♖d1 ♖xd [illegible] ♖xd [illegible] ♕f1 [illegible] d3 [illegible] ♖xd3 ♕f1+ 25 ♗d1 ♕f1+ [illegible] ♕f1+ [illegible] ♗d1 ♕f1+ [illegible] ♗c1 ♕f1+ [illegible] Sadler-Kasparov [illegible] correspondence 1992.

13 ...♘xh6 14 ♕f3 ♗g7

In the game T.Lawson-N.Starr, Yerevan Olympiad 1996, Black played [illegible] d4 and after 15 ♕h3 White had found the safest square for the queen. The direct attack was then repelled after 15 ...e4 16 [illegible] xd3 17 0-0 [illegible] xb3+ 18 [illegible] 19 axb4+ [illegible] 20 ♖x [illegible] when White had guaranteed the safety of the king and maintained a material advantage.

15 ♕h3 e4 16 ♘e2

It is important that the e-file is blocked to stop the black queen from penetrating the king's fortress. White must be prepared for a protracted and tough defence but it will be worth it if he can hang on to his extra material.

16...exd3 17 cxd3 ♖e8 18 ♗d1

see following diagram

18...f4

If 18...♘d4 then White soon wriggles out of the pin on the e-file after 19 ♗c3 [illegible] ...1 [illegible] 22 [illegible] ♗b8 23 [illegible] an re- [illegible]

19 ♗xd4 ♘f5 20 0-0 ♗h4 21 ♘c3 ♘d4 22 ♘e4 ♗xe4 23 dxe4 g6 24 ♗g3 ♕xe4 25 ♖e1

The open position suits White who [illegible]

25...♖e6 26 ♗g4 ♕h5 27 ♗c7+ ♖e7 28 ♗xh6 h6 29 ♗xh5 ♕f6 30 ♕a3+ ♔d8 31 ♖ae1 ♗e5 32 g3 ♕d8 33 ♕a8 1-0

This line with 1...h6 seems insufficient for Black.

Game 21
Wibe-Brynen
Correspondence 1985

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♘xe4 4 ♕h5 ♘d6 5 ♗b3 ♘c6 6 ♘b5 g6 7 ♕f3 f5 8 ♕d5 ♕e7 9 ♘xc7+ ♔d8 10 ♘xa8 b6 11 d3 ♗b7 12 h4 f4

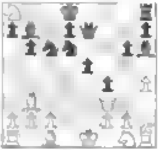
The path of bishop is blocked, but this concession allows White to shield his queen by manoeuvring it to the g4-square.

13 ♕f3 ♗h6

A crafty move which sets a little trap. At this stage of the game both players have to be very accurate to avoid a calamity. After the major alternative 13...♘d4 14 ♕g4 ♗h6 15 ♘h3 Black has two main lines:

a) 15...♖f8 16 ♗d2! ♘e7 17 ♘g5 ♖f5 18 ♘d1 ♘f6 19 ♕h3 ♘xb3 20 axb3 e4 (both dangerous threats according to Tseitlin and Glazkov) 21 0-0! (Nunn's suggested improvement and analysis changes the assessment of the line) 21...exd3 22 ♖xa7 ♗c6 23 ♘xb6 fxg... 24 ♖e1 when Black can go home.

b) 15...♘df5 16 ♘g5 ♗xg5 17 hxg5 f3 18 g3 e4 19 ♗e3 ♘xb3 20 axb3 [illegible] ♘d3 22 ♕f4 d6 23 ♕h6 gave White a superior ending in J.Nielsen-R.Altshuler, correspondence 19[illegible]



14 ♕g4?

An understandable mistake which is motivated by a desire to transpose back into the note to Black's 13th move. However, we will soon compare that this move – volunteering to move the queen before it has come under direct attack – is a waste of valuable time. The position has come under intense scrutiny with various analysts recommending 14 ♘e2, 14 ♗d2 and 14 ♗d5. The latter is in my opinion the best practical choice. For instance 14...♗xa8 [14...♘d4 15 ♗xb7

...xf3+ 16 [illegible] lear) 15 ♕g4! [illegible] 18 0-0 e5 [illegible] ♕g3 and [illegible]

14...e4! 15 ♗xf4

It w[illegible] e7 wh[illegible] the upper hand. Look [illegible] bishop and [illegible] king.

15...exf3+ 16 ♔f1

The king [illegible] but 16...♘e4! 17 [illegible] riposte.

16...♗xf4 17 ♕xf4 ♖f8

18 ♕g3

An amazing position has arisen where White could have deposited his queen on any square and still been in trouble. Nunn provides the following examples:

a) 18 ♕c1 [illegible] 19 ♕d1 [illegible]+ 20 [illegible] ♕c5 21 ♔g1 [illegible] and wins.

b) 18 ♕g4 ♘e4 19 [illegible] ♘e5 20 [illegible] ♕xc5 [illegible] ♔g1 ♖f4 [illegible] ♕d1 [illegible] ♕e1 ♕c5 24 ♕c3 [illegible] 25 ♕xc5 bxc5 26 ♔xh1 ♖xf4 27 ♔g1 ♖g4 with a big advantage to Black.

c) 18 ♕a4 b5? 19 ♕a3 b4 20 ♕a4 ♖xd2+ 21 ♔xd2 ♘e4+ 22 ♔e3 ♕c5+ 23 ♔xe4 ♕d4+ 24 ♔f3 ♘e7+ and White will be mated.

I think you get the idea so we will stop at this point.

18...e4 19 ♕c7+ ♔g8

20 ♘h3

One of the main reasons why this line has become popular in recent years is the well publicised game Ost Hansen-Nunn, Teesside 1974, where White tried to ward off the onslaught with 20 ♘h3. Black triumphed in some style after [illegible] ♕h1+ [illegible] ♔g1 [illegible] ♕h1 leads to a quicker win) [illegible] ♕xh4+ 24 ♔g1 ♕d4+ 25 [illegible] ♘e5 26 ♖h1 g4 [illegible] ♔g3 ♕e4+ 28 ♔g4 h5+ 29 ♔h4 g5+ 30 ♔xh5 ♖h8+ 31 ♔g6 ♘e4+ 32 ♖f5 ♗xf5+ 33 exf5 ♖xh8+ 34 ♔g6 ♕e4 35 ♔g7 ♕e7 36 ♔g6 ♕f8 37 h5 ♖h8+ 38 ♔g4 ♕f4 mate. The mystery is why in a correspondence game White chose to try and enable an improvement once the raging Black attack was already in full swing, rather than try something else on move 14?

20...♕e5 21 ♔g1 ♖xf3

Dalmatov points out the obvious con

[illegible] winning after [illegible] 21 ♘xd3 ♖f4 [illegible]

22 ♗h2 ♕h5 23 ♖h1 ♘d4 24 ♖ae1 d2 0-1

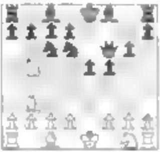
White fell into the trap of assuming his opponent would kindly transpose into a standard line. The Frankenstein-Dracula Variation demands accurate calculation, otherwise errors [illegible] a potential bar[illegible] [illegible].

Game 14

Sikora Lerch-Bielek

[illegible] 1997

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♘xe4 4 ♕h5 ♘d6 5 ♗b3 ♘c6 6 ♘b5 g6 7 ♕f3 f5 8 ♕d5 ♕f6?



The queen defends f7 but White can still take the rook. I believe that the text is inferior to the normal 8...♕e7 because it [illegible] the queen is slightly misplaced [illegible] time.

9 ♘xc7+ ♔d8 10 ♘xa8 b6

Black wastes no time in preparing to take the knight. A much quoted game Orev-Bekker, Bulgaria 1971 which saw a novel approach to dealing with the long-term threat of [illegible] by replying with 10...♗h6. After 11 d3 ♗xc1 12 ♖xc1 ♖e8 13 ♘e2 e4 Black had managed to conjure up some promising play for his material. However, White can follow Larsen's recommendation of 13 [illegible], when 13...g5 14 ♗d4 is winning for White. Another interesting approach was seen in Le Capelle-Cotter, Guernsey 1989, where Black tried 10...b5 to avoid losing a pawn on b6. That game continued 11 d4 ♘xd4 12 ♕h5!? (the crucial difference in this line is that the a7 pawn can easily be attacked) 12...♗b7 13 ♕xa7 ♗xg2 14 h4 b6 15 ♖h2 ♘f3+ 16 [illegible] 17 ♖h3 ♗c6 18 [illegible] ♗g7 19 0-0-0 1-0.

11 ♘xb6

It makes sense to exchange the knight for a pawn rather than give it away for nothing.

11...axb6 12 d4!

[illegible] White [illegible] get back a pawn [illegible] leave the queen bishop [illegible] and form a complicated middlegame into [illegible] an endgame.

12...exd4

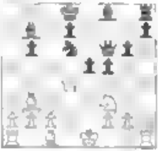
The alternatives also lead to a clear advantage for White after [illegible] 13 [illegible] 14 [illegible] 14 ♖d1 ♕xd5 15 ♗xd5.

13 ♘f3 ♗b7

A logical choice as the control of the h1-a8 diagonal is crucial to Black's strategy. If 13...d3 then 14 ♕xd3 ♗b7 15 ♕d5 e4 16 ♕h3 is much better for White as his opponent has no decent counterplay.

14 ♕xd6!!

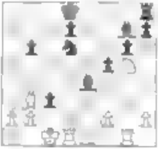
A stunning blow. The queen is given up to force a superior ending. It is worth [illegible] queen on e7 [illegible] s, as Black [illegible] n I reveal a [illegible]



14 ...♕xd4 15 ♘g6 ♕xg6 16 ...♗xg6 ♗xg6 17 ♖g1 ♗e4 18 0-0-0

It is about time to count the pieces. White has maintained a material advantage and should be able to convert it into victory.

18 ...♗g7 19 c3? dxc3



20 bxc3

An admission that the previous move was a blunder. The knight is taboo because 20 ♖xd6 leads to 20...cxb2+ 21 ♔d2 b1♕ 22 ♖xb1 ♗xb1 when Black has all the winning chances.

20 ...♔c7 21 f3 ♗d6 22 ♔c2 ♗f6 23 ♖xd6 ♔xd6 24 ♘f7+ ♔c5 25 ♘xh8 ♗xh8 26 ♗g6 ♗xf3 27 ♗xh7 ♗e4+ 28 ♔d2 ♗e4 29 ♖xg5 ♗xc3+ 30 ♔e3 ♗b1 31 ♗g8+ ♔e6 32 ♖g2 d5 33 h4 ♗e5 34 ♖g6 d4+ 35 ♔f2 ♗f6 36 ♖h6 ♗d6 37 ♖h6 ♔e6 38 ♗c4 ♗e4 39 ♔e2 ♗d6 40 h5 ♗f5 41 ♗d3 ♗e5 42 ♖h7 f4 43 ♖a7 f3+ 44 ♔f1 ♗g5 45 ♖a6 ♗e3 ½-½

The whole line with 8 [illegible] looks dubious due to the ending which arises after 1[illegible] ...d4. Black should avoid this line.

Game 31

Liiva-Skrebnevskis

European Junior Ch. 1993

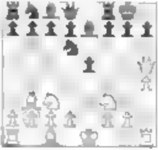
1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♘xe4 4 ♕h5 ♘d6 5 ♗b3 ♗e7

Black adopts the natural response to avoid the attack, developing the bishop and preparing to castle.

6 ♘f3 0-0

The safer 6 [illegible] is the subject of the next main game.

7 h4!



The text is a clear signal that the attack continues in earnest. In a simple but effective way White wishes to support the aggressive move ♘g5, which would tar [illegible] the World [illegible] I was one of [illegible] game [illegible] White [illegible] was [illegible] g4 [illegible] f5 10 [illegible] ♘d4 11 [illegible] ♘d5 ♕d8 1[illegible] g5 ♕h8 14 [illegible] 15 ♘xe7 gf 1[illegible] ♕g4 [illegible] g4 18 ♘xd6 when White had a [illegible] pieces. However [illegible] Black has an improvement [illegible] g6 [illegible] is slightly worse after 9 ♕[illegible] ♘d4 ♘e6

7 [illegible] e6

In Rytov-Makarczyk, USSR 19[illegible] Black dispensed with this [illegible] of 7...g6?! which [illegible] a pawn. White won [illegible] after 8 ♕e5 [illegible] h6 9 ♕f4 ♗e6+ 10 ♗f1 [illegible] g5 11 [illegible] h5 (a logical response to open the h-file for the rook) 1[illegible] b6 13 hxg5 hxg5 14 ♕h2 ♗xb1 15 ♔g1 [illegible] d5 16 [illegible] g5 ♕f8 17 ♗h6 1-0

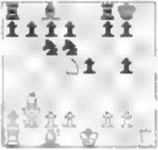
8 [illegible] g5 h6 9 ♕g4!

A brilliant attacking idea. The queen enters the heart of Black's position to threaten mate in one, forcing a sequence of favourable exchanges.

9...♗xg5

If 9...hxg5 then 10 hxg5 with mate to follow on h7.

10 hxg5 ♕xg5 11 ♕xg5 hxg5 12 [illegible] d5



The initial impression of this endgame is that Black is rather passive, but a closer look reveals that White is [illegible] completely winning after just two [illegible]. There are numerous examples where White uses the open h-file to engineer dangerous attacking options [illegible] by just doubling rooks. Another factor is that d2-d3 allows White to play ♗xg5 at the right time when Black cannot adequately defend the pawn with ...f7-f6 due to the threat of a discovered check by the bishop on b3. Black has severe problems constructing a decent defence since his pieces are dormant on the queenside. The text is a recommendation by Nesis/Shereshevsky on the game Gufeld-Tarve, Tallinn 1969 where White was rewarded for his aggression after 12 d3 ♘d5 (12 ...a5!) 13 ♗xg5 ♘cd4 14 [illegible] d5 ♘xb1 (After 14 ...a5 Tseitlin and Glazkov recommend 15 g4 [illegible] b3 16 axb3 f6 17 gxf5 fxg5 18 [illegible] h7 and White is better. However I prefer 14...c6!? which seems to be good for Black. White should try 15 [illegible] 16 ♕xa8 axb3 17 cxb3 [illegible]+ 18 ♗d1 ♘xa1 [illegible] give the [illegible] him [illegible] ing [illegible]

[illegible] k! The [illegible] White's [illegible]

14 ♗xg5 ♘a5 15 ♘f6+

A lovely finishing move which brings the game to an abrupt finish.

15...gxf6 16 ♗xf6 [illegible]g7 17 ♗d2 ♖e8 18 ♖h8 [illegible]e7 19 ♖h8+ 1-0

Black resigned as, for instance after 19...♔xh8 20 ♕xf7 there is no adequate defence to [illegible] h1 mate. An excellent example of how Black can be completely [illegible]ndled in this opening.

Game 26

Rogers-Rautsky

Baden Baden 1998

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♘xe4 4 ♕h5 ♘d6 5 ♗b3 ♗e7 6 ♘f3 ♘c6 7 ♘xe5

White takes the opportunity to restore material equality. It has been known for some time that 7 d3 favours Black. For instance 7...g6 8 ♕h3 ♘f5 9 g4 ♘fd4 10 ♗h6 ♗f8 11 ♗xf8 ♖xf8 12 ♘xd4 ♘xd4 13 0-0-0 (13 ♕xh7 is a poisoned pawn as after 13...♕g5 Black is better) 13...♗d6 14 h5 and the pinned g-pawn will soon be captured by Black, as in Jaffe-Alekhine, Carlsbad 1911.

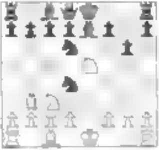
7...g6

In Wibe-Heggheim, correspondence 199[illegible], Black opted instead for 7...0-0 which led to an initiative for White after 8 [illegible] ♘d4 9 [illegible] d5 ♘xb3 10 axb3 [illegible]e8 11 [illegible] 12 d5 It is worth investigating [illegible] deprive Black of the bishops after 12...d6 [illegible] after ♕xd6 14 [illegible]e7+ [illegible] 15 [illegible] ♕xe8 16 d3 and White has a slight advantage) 12...[illegible] 13 ♘xb4+ [illegible] 14 [illegible] d5 15 ♕f3 h6 16 ♖e1 [illegible] 17 g4 [illegible] 18 ♕g3 [illegible]e8 19 h5 [illegible] d3 c5 [illegible] ♗e7

8 ♕e2

The queen retreats, though Black can continue to harass it. In the game L[illegible]-Ivanchuk, Tallinn rapidplay 1996, White decided to double Black's c-pawns with 8 ♘xc6 before shielding the queen from unwanted advances, and after 8...dxc6 9 [illegible] ...h4 [illegible] ...ances are roughly equal.

8 ...d4 9 ♕d3!



This is the right way to strive for an advantage. White voluntarily temporarily commits his dark-squared bishop. Black will most likely take the light-squared bishop and White will then try to make the most of the semi-open file. The game L. Buchnicek-S. Berezjuk, Pardubice 1999 portrays what may happen if White refrains from playing the more vigorous text move. After 9 ♕[illegible] [illegible] ♘d4 14 ♕d1 ♘xb3 15 axb3 d5 16 ♕[illegible] [illegible] ♗b6 ♖e8 Black's chances are preferable thanks to the pair of bishops and solid set-up.

9 ...♘xb3 10 axb3 ♗f5 11 0-0 d6 12 ♘f3 c6 13 b4

It makes sense to advance the pawns on the queenside to have the option of trading off the doubled b-pawns and perhaps play b2-b3 to free the bishop.

13 ...0-0 14 b5 d5 15 b3

An improvement on Anand-Ivanchuk, Roquebrune rapidplay 1992, which saw Black try 15 bxc6, when the exchange of pawns was revealed as premature because White needs to keep the position closed to give him time to catch up on development. The game continued 15 ...bxc6 16 ♖e1 a5 (the threat of ...♗a6 is awkward for White) 17 ♘h4 ♗xb4 18 d3 d4 19 ♘e4 ♗xe1 20 ♕xe1 h6, when Black is the exchange up with good winning chances.

15...d4

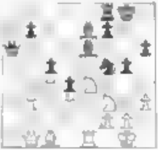
If 15 ...♗h5 then White has a small plus after 16 ♘xh5 ♕e7 17 ♕d3 ♖d8 18 ♗h2. Also worth trying is 16 [illegible], intending ...♗xh4 to open up the a1-h8 diagonal for the bishop on b2.

16 ♘e4 c5 17 ♖e1 ♗e6 18 c4 h6 19 ♕b1!

A delightful idea to cement the queenside pawns in place by preparing to play d2-d3. Rogers is not content to allow the game to drift to a draw and manages to keep his options open.

19...♕d6 20 d3 a6 21 bxa6 ♖xa6 22 ♖xa6 ♕xa6 23 h3 g5?!

An ambitious plan to attack on the kingside but it ends up weakening his own position. The centralised knight on e4 is well placed to help White to defend and be on standby for an attack.



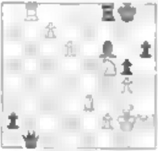
24 h4 gxh4 25 g4 ♔g7 26 ♗xd4

White is now better due to the [illegible] mating pattern with the knights.

26...f5 27 ♘g3 fxg4 29 ♘xe6 ♕xe6 30 d4 ♗f6 30 ♕g8+ ♔g7 31 ♘e3 ♗d8

The exchange of queens is in White's favour because his passed pawns are menacing. 31...gxh3 is the last try for Black.

32 ♕xa6 bxa6 33 hxg4 a5 34 ♖b1 ♔e7 35 c5 ♘e6 36 ♘f5 ♗f6 37 d5 ♖d8 38 d6 ♘e2+ 39 ♔g3 ♘c3 40 ♖b3 ♖d6 41 c6 a4 42 ♖d3 b3 43 ♖xd6 b2 44 ♖b6 a3 45 c7 a2 46 ♖b8 b1♕



Black has more pieces on the board but the weakness of his king makes all the difference.

47 ♖xf8+ ♗xf8 48 c8♕+ ♔f7 49 ♕c4+ ♔f8 50 d7 ♕xf5 51 gxf5 a1♕ 52 ♘e6+ ♔g7 53 d8♕ 1-0

The line with 6...♘e7 7 ♘e5 gives White a safe, first game where he has a slight initiative, though if Black plays sensibly he should be able to maintain equality.

Game [illegible]

Rogers-Shirov

Spanish League 1998

1 e4 e5 2 ♗c4 ♘f6 3 ♘c3 ♘xe4 4 ♕h5 ♘d6 5 ♕xe5+

This peaceful system is not particularly popular and Black should have no worries.

5...♕e7

Not 5...♗e7? when 6 ♕xg7 ♗f6 7 ♕g4 leaves White a pawn up for nothing.

6 ♕xe7+ ♗xe7 7 ♗b3

An alternative is 6 ♗e2!, although this would hardly increase White's activity. For example 7...♘f5 8 ♘f3 c6 9 d4 d5 10 ♗d3 ♗d6 11 ♗xd5 cxd5 12 0-0-0 ♗g4 13 h3 ♗xf3 14 gxf3 ♘d7 15 ♖he1+ ♔d8 16 ♘a4 ♔c7 17 ♖e7 ♖ae8 18 ♖de1 ♖xe7 19 ♖xe7 ♖e8 20 ♖xe8 ♗xe8 21 ♔d2 ♘d6 22 b3 ½-½ Karavin-Tolstikh, Ekaterinburg 1997.

7...c6

Shirov prepares to play ...d7-d5. In A.Goode-P.Wilson, correspondence 1990, Black tried another route to equality: 7...♘f5. The game continued 8 ♘f3 c6 9 ♘e2 d5 10 d4 0-0 11 c3 ♖e8 12 0-0 ♘h4 13 ♘xh4 ♗xh4 14 ♗e3 ♗g4 15 ♘h1 ♘d7 with equal chances.

8 d4 ♘f5 9 ♘f3 d5 10 ♘e2 0-0 11 0-0 ♘h4

Shirov offers to exchange his king's knight. This is a standard idea in the line to ease Black's passive position. 11...♗f6 [illegible] ara 1998, [illegible] 1 [illegible] 3 ♘d7 [illegible] 15 ♘g3 [illegible] xc5 18 ♖e1 and the game was soon drawn.

12 [illegible]xh4 ♗xh4 13 [illegible]g2 ♗e6 14 c3 [illegible]d7 15 [illegible]c2 g4 16 [illegible]e2 [illegible]b6 17 [illegible]f4 [illegible]d7 18 h3 ♖fe4 19 ♗e3 [illegible]e6 20 [illegible]d3 [illegible]d8 21 [illegible]e6 [illegible]f6

Black has manoeuvred his pieces a[illegible]d the board without making much of an impact. The draw is still in sight.

22 ♖ac1 [illegible]d8 23 g4 [illegible]xc2 24 ♖xc2 f6 25 [illegible]d3 [illegible]b6 26 h3 ♖ad8 27 ♖e1 [illegible]f7 28 [illegible]g2 [illegible]a5 29 a4 [illegible]e4 30 f3 [illegible]d6 31 [illegible]f4 ♖ee1 ½-½

[illegible] ♖xe5+ is a great way to confront a strong player playing with the Black pieces if you are content with a draw. However if White wants to try and dictate matters he should consider the other games in this chapter.

[illegible]

[illegible] an easy equalising move is certainly cut and dried. The [illegible] takes up the gauntlet and enters into the Frankenstein-[illegible] [illegible] 4 Black quickly finds himself in a dodgy position after [illegible] 8...♕e7. The main line in Games 21-23 demonstrates [illegible] the complications should dare to play it over the [illegible] respondence player or just wish to enjoy some swash[illegible] [illegible] is intriguing. On balance White should try to [illegible] Barees in Game 21.

[illegible] a little passive (see Games 25 and [illegible] Rogers quickly heads for a position where he can be assured [illegible] with 5 ♕xe5+.

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♘xe4 4 ♕h5 ♘d6

5 ♗b3

5 ♕xe5+ – Game 27

5...♘c6

5...♗e7 6 ♘f3 *(D)*

6...[illegible] – Game 25

6...[illegible] – Game 26

6 ♘b5 g6 7 ♕f3 f5 8 ♕d5 ♕e7

8...♕f6 – Game 24

9 ♘xc7+ ♔d8 10 ♘xa8 b6 *(D)* 11 ♘xb6

11 d3 ♗b7 12 h4 *(D)*

12...h6 – Game [illegible]

12...f4 – [illegible]

11 ♘xb6 – Game 21

6 ♘f3

10...b6

12 h4

CHAPTER THREE

2 ...♘f6 3 ♗c4 ♘c6 4 d3 ♗c5

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♘c6 4 d3 ♗c5

One common feature of the Vienna is that it often transposes to other openings and one of the most critical positions in a King's Gambit Declined arises after 5 f4 with the above move order. Some books on the Vienna mention this transposition and do not offer any further guidance, but in this chapter we shall be looking at this variation in some detail. Without the proper background information, a disaster in the opening is quite likely for either side.

The critical position arises after 5 f4 d6 6 ♘f3, when Black has a wide choice of alternatives. In practice 6...♗g4 to pin the king's knight is very popular, but Games 28-31 show that White usually obtains an advantage in this line. A better test of White's play is 6...a6, as in Games 32-35. The most interesting of these is Game 35, where a novel idea is played by Fedorov: 7 ♘d5, when White's space advantage is a cause for concern on Black's part. Black's other main 6th move alternatives are discussed in Games 36-38. Game 36 is an example of White's attacking ambitions being thwarted for most of the game after 6...♘a5. The idea of exchanging bishops with 6...♗e6 seems logical, but Game 37 should be enough warning for Black to avoid it. If Black castles and then White can close the position and start a strong attack, as Hebden shows in Game 38.

Game 28

Treybal-Olsar

Prague 1981

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♘c6 4 d3 ♗c5 5 f4

The most aggressive reaction to Black's handling of the opening. Instead the game Rogers-Davies, London 1991 saw an attempt to cramp Black with 5 ♗g5, and after 5...h6 6 ♗h4 d6 7 ♘a4 ♗b6 8 ♘xb6 axb6 9 f3 ♘a5 10 ♘e2 ♘xc4 11 dxc4 ♗e6 12 b3 g5 13 ♗f2 ♘h5 14 ♕d2 White stood slightly better.

5...d6

Black supports the e5-pawn and opens a line for his light-squared bishop.

[illegible] resolution [illegible] bishop [illegible] king [illegible] ending [illegible] gives White the better [illegible]

[illegible] 7 [illegible] d3 [illegible] g4 8 [illegible] g5 [illegible] e6 [illegible] 9 d4 [illegible] 16 [illegible] 1999 [illegible] ♕d4 13 [illegible] White [illegible] g4 7 dxc5 [illegible] 10 ♕ [illegible] 14 ♕g2 [illegible] 15 [illegible] 17 [illegible] White had a [illegible] De la Villa [illegible]

6 d3

The game has now entered the King's Gambit Declined. This position can also arise from the move order 1 e4 e5 2 f4 ♗c5 3 ♘f3 d6 4 ♘c3 ♘c6 5 ♗c4 ♘f6 6 d3 or from the Bishop's Opening via 1 e4 e5 2 ♗c4 ♘f6 3 d3 ♘c6 4 ♘c3 ♗c5 5 f4 d6 6 ♘f3.

6...♗g4

Black is at the crossroads and this is the most common choice in practice, though it may not be best. Later in this chapter we shall see 6...a6 (Games 32 [illegible]), 6...♘a5 (Game 36), 6...♗e6 (Game [illegible]) and 6...[illegible] (Game 38). Several other moves have also been tried here:

a) 6...♘g4 7 ♘g5 [illegible] 0-0 [illegible] well [illegible] by 8 f5! [illegible] 11 [illegible] 10 [illegible] 11 h4 [illegible] g5 (after 11...g5 Keres recommended 1[illegible] f7 ♖xf7 1[illegible] ♕f3 with advantage to White) 13 hxg5 ♕xg5 15 [illegible] gave White good attacking chances in A.Schmied-J.Ohlsson, Copenhagen 1998.

b) 6...exf4 [illegible] ♗xf4 [illegible] 8 [illegible] d5 [illegible] e5 [illegible] d7 10 d4 [illegible] e7 11 [illegible] 13 [illegible] 14 ♕[illegible] 15 [illegible] xe6 [illegible] 16 [illegible] and White [illegible] with a better position in Shabalov-Paleri, Philadelphia 1999.

c) 6...h6 [illegible] 8 [illegible] axb4 9 [illegible] White once tried 9 0-0!? with [illegible] 9 ♕e[illegible] 10 [illegible] 11 [illegible] ♕e1 exf4 13 [illegible] xf4 g5 14 [illegible] 15 [illegible] back to [illegible] e5 17 [illegible] 18 ♕[illegible] g4 19 [illegible] xg4 ♖hg8 [illegible] ♕f6 [illegible] ♖g4 [illegible] ♖f[illegible] e6 23 ♗xe5 ♖g[illegible] 24 ♕f4 ♖g4 25 ♕f6 ♖g6 [illegible] [illegible]-Gauzel, Bern 1994

7 a4

This modern approach allows White to gain a move compared to lines with 7 h3 (see Game 31)

7...♘a5

In tournament practice this is the

[illegible] through 7...♗b6 a [illegible] 30. A couple of [illegible] ested:

[illegible] ...exf4 ...♘h5 [illegible] ...♗xf2+ [illegible] e5 15 ♖f3 [illegible] Bücker-Lenner [illegible] st man [illegible] ove prove ot anal[illegible]

b) 7 [illegible] 10 gxf3 [illegible] Spiel[illegible]mann [illegible] and new blog [illegible] suggests that White has a slight edge after 12 fxe5 ♕xe5 13 ♗f4 ♕e7 14 ♕g... 0-0-0 15 0-0.

8 ♕xf3 d4 9 ♕g3

At first sight it looks as if White is offering a rook for nothing, but in fact acceptance of the sacrifice allows White a formidable attack. The quieter alternative 9 ♕f2 is the subject of the next main game.

9...♘xc2+

Black's sense of danger deserts him and he blindly goes for the material. Then again, the alternatives do not inspire complete confidence either:

a) 9...♘h5 10 ♕g4 g6 11 ♘xe5 dxe5 12 0-0 ♘xc2 13 fxe5 gives White promising play.

b) 9...exf4 10 ♕xg7 ♖f8 11 ♘xe5 dxe5 (if 11...♘xc2+ White emerges with the better position according to Euwe after 12 ♔d1 ♘xa1 13 ♘xb7 ♕e7 14 ♘xd4) 12 ♗xd4 b5 13 ♗xb5+ [illegible] xb5 14 ♗g5 ♖g8 15 ♕xf6 ♖xg5 16 ♕e6+ ♔f8 17 ♕xb5 ♖h8 18 ♕c4 ♖xh2 19 ♖f1 ♕d? 20 0-0-0 ♖h5 21 ♔b3 ♕d4 22 ♕xd4 exd4 23 ♖d2 gave White a winning ending in the game Hoch-Salm, correspondence 1958-60.

10 ♔d1 ♘xa1 11 ♕xg7 ♖f8 12 ♘xe5 dxe5 13 fxe5 ♗g4

Naturally Black would like to slow down the onslaught, but 13...♘d7 allows White to accelerate the pressure after 14 ♗g5 [illegible] 15 exf6 [illegible] 16 e4! ♕f7 17 [illegible] ♕ [illegible] 18 0-0-0 19 ♔b1, when the two bishops will help the f-pawn to advance.

14 ♗h6

White can also continue with 14 [illegible] when 14...♕d7 (14...♕e7 15 ♗h6 wins) 15 exf6 ♘g8 16 ♕g8+ is a brutal finish.

14...♘f2+ 15 ♔e2 ♘xh1 16 ♕xf8+ ♔d7 17 ♕xf7+ ♔c8 18 ♗g5! 1-0

[illegible] line with 9 ♕g3 clearly [illegible] White a strong attack.

Game 19
Lane-S Jackson
British Championship 1989

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♘c6 4 d3 ♗c5 5 f4 d6 6 ♘f3 ♗g4 7 ♘a4 ♗xf3 8 ♕xf3 ♘d4 9 ♕d1

Alekhine mentioned that he favoured this move, although 9 ♕g3 is regarded as stronger nowadays.

9...b5

10 ♗xf7+!

It turns out that this was a [illegible] style preparation. I was a [illegible] of preparation 10 minutes before the game. [illegible] Mikhalevski - [illegible] Erdelbach 1995 saw the less accurate exchange with 10 ♘xc5. After 10...bxa4 11 fxe5 dxe5 12 c3 ♘e6 13 c3 ♘e6 14 dxe4 ♘e5 Black stood better thanks to the strong knight on e5.

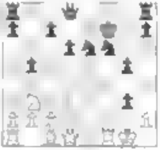
10...♔xf7 11 ♘xc5 exf4?!

I sensed that Jackson was unfamiliar with the position and consequently she fails to put up stubborn resistance. The best chance is probably 11...dxc5 when the reference game I was using Balashov-Matanović, Skopje 1970 continued 12 fxe5 ♘d7 13 c3 ♘e6 14 ♕f3+ ♔e8 (14...♔g8 is also met by 15 d4) 15 d4! exd4 16 cxd4 ♕e7?! (16...♘xe5!? is supposed to be a big improvement but after 17 dxe5 ♕xd1 18 ♖xd1 ♔e7 19 ♗e3 ♖ad8 20 ♖d5 White is still better) 17 ♗e3 ♖f8 18 d5 ♖xf1+ 19 ♕xf1 ♘d8 20 e6 [illegible] xe6 does not stop the rot after 21 dxe6 ♕xe6 22 ♕xb5 ♕xe4 23 ♖c1 and White wins) 21 ♖c1 (21 ♕b5+ c6 22 ♕d3 ♕b4 is not so clear) 21...[illegible] 22 ♕xb5+ [illegible] ♔f8 24 [illegible] ♔g8 25 ♖c7 ♕d6 26 ♕f3+ ♕f8 27 [illegible] 1-0.

12 ♘b3 ♘e6 13 0-0 g5?!

In these difficult circumstances Black should try to play it safe with 13...♖f8 intending ...♔g8.

14 g3! fxg3



15 ♗xg5!

At a [illegible] decision to make sure of ripping away the pawn barrier from the black king.

15...gxh2+ 16 ♔h1 ♘xg5 17 ♕h5+ ♔e7 18 ♕xg5 ♖f8 19 ♘d4

The knight joins the fray, leaving Black unable to cope with the multiple threats.

19...♕e8 20 e5! dxe5 21 ♕xe5+ ♔d7 22 ♕f5+ ♔d6 23 ♖ae1 1-0

The old 9 ♕d1 is still doing well and

[illegible] Black [illegible]

Game 30
Finkel-Mikhalevski
Israel rapidplay 1999

1 e4 e5 2 ♘c3 ♘c6 3 ♗c4 ♘f6 4 d3 ♗c5 5 f4 d6 6 ♘f3 ♗g4 7 ♘a4 ♗b6!?

The bishop goes back so that if it is taken at least Black will be able to open up the a-file for his rook.

8 ♘xb6 axb6 9 a3!?

White makes room for the bishop to retreat to a2. [illegible] In Hlatky-Kaundal [illegible] White played the natural 10-0 without worrying about the light-squared bishop. The game went 9 [illegible] ♘a5?! (9 [illegible] ♕e7 [illegible] allows the bishop to hide on a2) 10 [illegible] (10 [illegible] ♘xe5 [illegible] ♗xf7+ ♔xf7 [illegible]) 11 ♕e1 ♘xc5 12 ♕g3 [illegible] 13 ♕xg7 ♖g8 14 ♕xf6 and White was winning.

9...exf4?!

Black begins active operations in the centre trying to engineer some complications.

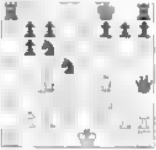
Mecanek-Smejkal, Olomouc 1998 took a more sedate path when Black decided to castle early and delay an advance in the centre. White did not manage to do much to dent this approach after 9...0-0 (9...♕e7 is also possible) 10 h3 ♗xf3 11 ♕xf3 ♘d4 12 ♕f2 b5 13 ♗a2 [illegible] 15 b4 ♘xb4 16 axb4 d5 17 exd5 ♘xd5 with equal chances.

10 ♗xf4 d5 11 exd5 ♘xd5 12 ♕e2+ ♔f8

The king steps out of the way and now the threat is [illegible] ♘xf4 or [illegible] ♘d4.

13 ♕e4 ♗xf3 14 gxf3 ♕h4+

A clever idea. Here White is blocking the check with the pawn which then allows a tactical trick based on the weakened f3 square. 14 [illegible] ♕f7 [illegible] other hand [illegible] that would rule out [illegible] led [illegible] the note to White's 16th move.



15 g3!

This leads to fantastic complications in which White comes under a dangerous attack. [illegible] is the right approach when 15 [illegible] ♕e7 16 ♕e4 [illegible] 17 ♕xe[illegible] + [illegible] 18 ♔h3 gives White a slightly better ending.

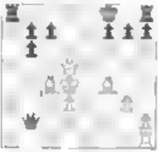
15...♘e7+ 16 ♔d2

It is still the decision to not [illegible] the g-pawn makes an important difference [illegible] 19 ♗g1

[illegible]

[illegible] tied [illegible] turn[illegible] the [illegible] the [illegible] ♘f4 17 ♕f3 [illegible] blows 19 ♕ [illegible] 19 [illegible] ♕ [illegible] better [illegible] by [illegible] difficult for Black [illegible] the king's rook.

17 ...♕e2+ 18 ♔c3 ♕xc2+ 19 ♔xd4 ♕xb2+



Black [illegible] a king-hunt by [illegible] force the white king up the board.

25 ♔e4

White is walking a tightrope and 25 [illegible] obliterated by [illegible] ♖e8+ [illegible] ♕e4 ♖xe4+ [illegible] g5. The exposed white king allows Black to get away with this cheeky move) [illegible] xg5 (or [illegible] xe7 ♕c3+ [illegible] d3 ♕xe7 and wins) [illegible] ♕c3+ [illegible] ♔d4 ♕ [illegible] ♔f4 ♕ [illegible] 26 ♔g4 ♖g8+ [illegible] ♔h4 ♕d4+ [illegible] ♕xe4+ [illegible] f4 ♕xe7 30 [illegible] ♖g [illegible] xg7+ ♔xg7 and the material balance is [illegible]

Black's [illegible] out.

20 ...♕e2+ 21 ♔f5?

It is difficult to agree to a draw when you are two pieces up, but Finkel should have accepted his fate with 21 ♔e3 ♕g5+ [illegible] f4 ♕e [illegible] + and a perpetual.

21...♖e8 22 ♕xa6

If 22 ♘b5 then Black wins after 22 ...g6+ 23 [illegible] g5 (23 ♔f6 ♕e7 mate) 23 ...♕h5+ [illegible] ♕xf5

22...g6+ 23 ♔g5 ♕h5+

A [illegible] considering that he had 23 ...♕xa5 intending [illegible] ♕h5+ and [illegible] ♕f5 mate.

24 ♔f6 ♕xa5 25 g4 ♕h4+ 26 ♔e5 ♕e7+?!

One check too many. [illegible] ♔g7 is stronger.

27 ♔d4 c5+ 28 ♔d5?

The white king can go into hiding at [illegible] after 29 [illegible] ♕xf4 30 ♖af1 and White has some counterattacking chances.

28...♔g7! 29 ♔b5 ♖d8+ 30 ♔a4 ♖d4+ 0-1

It is a moot point whether White should take time out with [illegible] in this line.

Game 31

Sode-Giorgadze

Dortmund 1990

1 e4 d6 2 f4 ♗c5 3 ♘f3 e5 4 ♘c3 ♘f6 5 ♗c4 [illegible] d5 6 d5 ♗g4 7 h3

White nudges his opponent into [illegible] the bishop pair, but as Black intends taking on f3 anyway this old move is frowned upon nowadays. The superior [illegible] was discussed in Games 28-30.

7 ...♗xf3 8 ♕xf3 [illegible] d4 9 ♕g3

After this move White obtains some

[illegible] ears [illegible] he an [illegible]

9 ...♕e7

[illegible] moves result in razor-sharp [illegible]

[illegible] 10 ♗d1 ♘xa4 11 ♕xg7 ♖f8 [illegible] e5 ♘xe5 13 ♗g5 ♗e7 14 ♖f1 [illegible] had a winning position in [illegible] Hernes Bas 1999.

[illegible] 10 ♕g4 g6 11 ♘xe5 ♕d7 [illegible] ♘xc7 is greedy. Black [illegible] price after 13 ♗d1 ♘xa1 14 [illegible] ♖f8 15 ♗g5 [illegible] 16 ♘xd8 [illegible] 15 ♗d [illegible] g [illegible] 17 ♕xf5 [illegible] Tocker-Watson 199[illegible]

c) 9 ♘xf4 (recommended by Keres) 10 ♕xg7 ♖f8 11 ♗f1 ♕e [illegible] ♘xf4 ([illegible] is worth testing) [illegible] ♖g8 13 ♕h6 ♖g6 14 ♕h4 ♖xg2 was pleasant for Black in Lastovicka-Blasky, Prague 1997.

10 ♗d1

Another approach is 10 ♘xe5 to avoid the exchanges on f4 which occur in the main game. In Kleiner-Brugger, Vienna 1999, White could not prove any advantage after 10...dxe5 11 ♘h3 c6 12 ♗g5 (perhaps 12 ♖f1?) 12...♘xh3 13 gxh3 ♕e6 14 [illegible] with equal play.

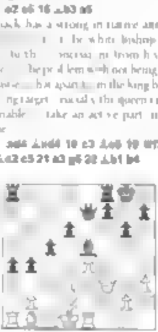
10...exf4 11 ♘xf4 ♗b6

Georgadze pounces on the chance to exchange the dark-squared bishops, which normally exerts unpleasant pressure on the black position by pinning the knight with ♗g5. Basically, if Black can defuse the tension then he can hope to exploit the position of the white king, stuck in the centre of the board.

12 ♕g4 ♗xf4 13 ♕xf4 c6 14 ♖e1 0-0 15 ♔e2 d5 16 ♗b3 a5

Black has a strong initiative and [illegible] the white bishop will [illegible] to the [illegible] from his opponent [illegible] the problem without being able [illegible] apart from the king being a [illegible] target, basically the queen's rook is unable to take an active part in the game.

17 ♘xd4 ♗xd4 18 c3 ♗e6 19 ♕f3 a4 20 ♗d2 c5 21 a3 g6 22 ♗b1 b4



Georgadze has a clear advantage with the advanced queenside pawns ripping holes in White's flimsy pawn barrier. White's pieces lack coordination.

23 axb4 cxb4 24 d4 ♕g7 25 ♗e2 a3 26 bxa3 bxc3 27 ♕xc3 ♖fc6 28 0-1

On 28 ♕d3 ♕a7 and Black will take on d4 with the advantage.

28 ...♗xd4 29 ♖a2 ♖c3 30 ♘d3 ♔e6 31 ♖d2 ♘xe3 32 ♖f1 d5 33 ♖e2 ♔e7 34 g4 ♘b3 0-1

I am not convinced by the merits of 13 a3 as it merely encourages Black to get on with the job of exchanging on e3, which he eventually played anyway.

Game 31

Conquest-Caruso

Paris 1992

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♘c6 4 d3 ♗c5 5 f4 d6 6 ♘f3 a6

This is one of Black's most popular alternatives at this juncture. Black makes room for the dark-squared bishop to retreat.

7 ♖f1

This sign of aggressive intentions was approved by Charousek. White cannot castle kingside so he moves the rook to create play on the f-file. White's other main alternatives here, 7 fxe5, 7 f5 and 7 ♘d5 are discussed in turn in the next three main games. Also possible are:

a) 7 a3 (a rare move that is designed to vacate the a2-square for the bishop after ...♘a5) 7...♕e7 8 f5 h6 9 h3 b5 10 ♗d5 ♘xd5 11 ♘xd5 ♗b7 12 ♖f1 0-0-0 13 c3 ♔b8 14 ♗xb7+ ♔xb7 15 b4 led to equal chances in Krstic-Zapata, Pula 2000.

b) 7 ♘g5?! 0-0 8 f5 h6 9 ♘xf7+ ♖xf7 10 ♗xf7 ♔xf7 (Black should be able to fend off the attack, when the material balance is in her favour) 11 ♘g5 ♕e7 12 ♕f3 ♘b7 (even 12...♘d4!? to exchange more pieces is worth a thought) 13 0-0-0 c6 14 g4 ♔g8 15 ♔b1 a5 b6 16 ♗e3 ♖f8 17 ♗e3 c5 and Black eventually won in the game Hergott-Reyes, Dubai Olympiad 1986.

7...♗g4

This position has bamboozled a number of players who have not taken White's sneaky rook move seriously. Other tries are:

a) 7...♘a5 8 f5 h6 9 ♘d5 ♘xd4 10 ♘xf4 ♗xd4 11 ♘xd4+ ♕xf6 12 ♕f3 (If you want to know how White thought up the attacking plan then look at the main game Hebden-Martinovsky at the end of this chapter) 12...♘d5?! (perhaps 12...♗d7!?) 13 ♘xd5 ♗xe5 14 ♖f3 ♗e7 15 ♖g3 ♕h6 16 ♗xh6 ♕g1+ 17 ♔e2 ♕xa1 18 ♖xg7+ 1-0 Gallagher-Goetz, Sulin 1991.

b) 7...h6 8 ♘d5 ♘xd5 9 ♗xd5 exf4 10 d4 ♗a7 11 ♗xf4 ♘e6 12 ♗xe6 fxe6 13 c3 0-0 14 ♗g3 ♕e7 15 ♕b3 and White had a slight initiative in Kavalek-Smejkal, Ceska Trebova 1966.

c) 7...exf4 8 ♗xf4 ♗e6 is worthy of further study.

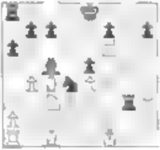
8 h3 ♗xf3 9 ♕xf3 ♘d4 10 ♕g3!

This sort of position can also arise from lines featuring 6...♗g4, as in Game 31. The difference here is that White has the additional useful move ♖f1 in exchange for ...a7-a6.

10...♕e7

If 10...♘xc2+ then 11 ♔d1 ♘xa1 12 ♕xg7 ♖f8 13 fxe5 dxe5 14 ♖xf6, when [illegible] round [illegible] and whi[illegible]

11 fxe5 ♘xe5 12 ♕xg7 ♖g8 13 ♕xf6 ♕xf6 14 ♖xf6 ♖xg2 15 ♔f1 ♖g3 16 b4



Conquest pl[illegible] the game in a quick [illegible]

16...♖xc2

In[illegible] 16...♗b4 17 [illegible] is also better for White.

17 ♘f7+ ♔d7 18 ♘e6+ ♔e8 19 ♘xe5 ♖xa1 20 e6 1-0

Black resigned in view of 20...bxc6 21 a3 threatening mate on f8 or 20...♔d8 21 ♘d7+ ♔c7 22 ♘b5+ ♔d8 23 ♖f8 mate.

The introduction of 7 ♖f1 has given White another important weapon in this variation. In this example Conquest was able to lure his victim into a position where he can safely sacrifice his queen or rook in return for an attack.

Game 7

David-Sturua

Berlin 1997

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♘c6 4 d3 ♗c5 5 f4 d6 6 ♘f3 a6 7 fxe5

This is regarded as a quiet line in which White has chances of a slight edge but no more.

7...dxe5 8 ♗g5

8 ♘d5 is a peaceful system which gives Black few problems after 8...♘xd5 9 ♗xd5 0-0 10 ♗g5 ♕d6 11 ♕d2 ♗e6 12 ♗xe6 ♕xe6 13 ♗e3 ♗xe3 14 ♕xe3 [illegible], Formanek-Martinovsky, Chicago 1994.

8...h6

This, which line had largely been ignored for decades due to the old game Spielmann-Yates, Moscow 1925, which continued 9 ♗xf6 ♕xf6 10 ♘d5 ♕d6 11 ♕d2 [illegible] ♖f1 ♘e6 13 [illegible] 0-0 with equal chances. One possible improvement for White is to wait [illegible] the move ...h7-h6 before exchanging on f6 and then try 9 ♕d2 with the idea of 0-0-0.

9 ♗h4 ♕e6 10 ♖f1

As we saw in the previous main game this is a common idea to generate play on the f-file. On 10 ♘d5 Black has nothing to fear after 10...♘xd5 11 ♗xd5 ♕e7 12 ♗b3 ♗e6 and the chances must be assessed as equal.

10...♗b4 11 ♕d2 g5 12 ♗g3 0-0 13 a3 ♗a5 14 ♗xd5 ♗xd2+ 15 ♕xd2 ♕e7 16 ♗b3 ♗g7 17 0-0-0 c5

18 ♖xf7+

A complete shock for Black but the [illegible] for a successful [illegible]. For example White [illegible] pawns away the pawn [illegible] the black king and [illegible] while Black will have difficulty [illegible] a defence with his [illegible] development.

18...♘xf7 19 ♗xf7 ♔xf7 20 ♖f1+ ♔g6

[illegible] knight [illegible] after [illegible] ♔e8 when [illegible] ♕f1 ♕e6 [illegible] ♕f3+ [illegible] ♖f6 ♕g8 [illegible] ♕xh6 is good for White because he can take more pawns and Black's pieces lack harmony.

21 ♕f2 ♕e6

[illegible] 22 ♕f6+ ♔g8 [illegible] ♗xe5 and Black has to give up.

22 ♕f8 ...e6 23 ♕h8 ♖a7 24 ♖f8 ♗d7 25 h4 1-0

These seemingly quiet positions hold some venom. If White is alert enough ♗xe5 is a good way of playing for a win with few risks.

Game 34

Conquest-Smejkal

German Bundesliga 1996

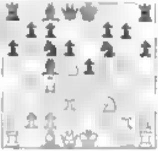
1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♘c6 4 d3 ♗c5 5 f4 d6 6 ♘f3 a6 7 f5

White chooses to close the point on. This policy is particularly effective when Black has already castled kingside (see Game 30) but in this case he has the choice of seeking sanctuary for the king on the queenside.

7...h6

It is almost a golden rule for Black to play this move after f4-f5 in order to stop the knight from being pinned with ♗g5.

8 ♘d5



Also possible are:

a) 8 ♘a4 ♘d4 9 ♘xd4 ♗xd4 10 a4 ♘d7 11 ♕f3 ♗c6 12 a5 ♕d7 13 0-0-0 [illegible] 14 ♕g3 ♖hg8 15 ♖hf1 [illegible] ½-½ Van Wessel-Krasenkow, Amsterdam 2000.

b) 8 a3 (to make room for the bishop on a2 [illegible] ...a5) 8...♘h7 9 ♘d5 ♘xd5 10 ♗xd5 ♗d7 11 ♕e2 0-0-0 12 ♗d2 g6 13 b4 ♗b6 14 fxg6 fxg6 15 ♗e3 ♗xe3 16 ♕xe3 ♖df8 17 0-0 and White had a slight plus in Emms-Olesen, Hillerød 1994.

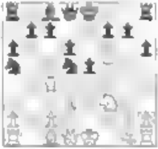
8...♘a5

Smejkal decides to exchange the light-squared bishop before it becomes involved in an attack. A popular alternative is 8...♘d4 in preparation of ...c7-c6 [illegible] Braccaglia, Padova 1999 continued [illegible] ♘f3+ 10 ♕xf3 c6 11 ♘xf6+ [illegible] 13 ♗b3 ♗b7 14 h4 0-0-0 [illegible] gxf6 17 gxh6 and the [illegible] pawn [illegible] proved to be a long-term problem for Black.

9 h4 ♘xd5

If 9...♘xd4 then White is slightly better after 10 ♘xf6+ ♕xf6 11 bxc5 ♘xc5 12 cxd6 exd6 13 ♖b1

10 hxg5



10...f6?

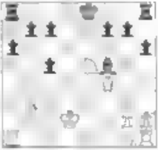
An invitation to complicate matters, when in fact Black should have opted for the clarity of 10...♘xd4. For example 11 exd5 ♘xd5 12 ♘xd4 h6 13 gxh6 Conquest suggests 13...♘f6 ♗xf5 14 0-0 0-0 15 ♕e1 with unclear play] 13...exd6 14 ♗xa5 bxa5 15 0-0 ♘xf5 16 ♘xf5 ♗xf5 17 ♖xf5 ♕xf5 18 ♕f1 ♕xd4+ 19 ♕xd4 exd4 20 ♖e1 when a draw is the likely outcome.

11 ♗h3 dxe5 12 ♘xe6 ♗xh3 13 ♖xh3 ♕d4

Here 13...♗xf5 14 ♘xh2 [14 exf5? ♕d4 regains the piece] 14...♘xe6 15 0-0 0-0 16 ♕f3 gives White decent attacking chances for the sacrificed pawn.

14 ♘f4 ♘xe4 15 dxe4 ♕xe4+ 16 ♕e2 ♕xe2+ 17 ♔xe2 ♗xf6 18 ♔d2

White has the advantage because the extra piece can help to create threats against the king and ensure that the three extra black pawns do not easily advance.



18...f6 19 ♘d5 0-0-0 20 ♖af1 ♖d7

[illegible] needs to advance his pawns to create a passed pawn and force White on to the defensive. However patience is required because 20...g5? fails to 21 ♘xe7 ♔xe7 22 ♖xe5+ ♔d8 23 ♖xf5 and White wins.

21 ♖e1

A no-risk strategy in view of 21 ♖xe5, allowing Black counterplay after 21...♗d4 22 ♖g1 f5.

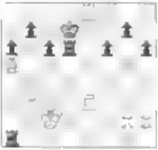
21...♗xe5 22 exd6 ♖xd6 23 ♖xe6 ♖xd6+ 24 ♔c2 c6 25 ♖e7 ♖d7

The white initiative is difficult to resist and 25...♖8d7 is no improvement due to 26 ♖xg7 ♖xg7 27 ♗xd3 ♖xg7 28 ♖h5 and wins.

26 ♖e2 ♖d1 27 ♗e4 ♖f1 28 ♗e5 ♖d8 29 ♖c3 ♖a1 30 ♖e8+ ♗d7 31 ♖xe3!

see following diagram

It is easy to offer the bishop as a sacrifice when you can give mate next move! Conquest has played very precisely to ensure that Black has had no real chance to create trouble by advancing his pawns.



31 ...e5 32 R3e7+ Kd6 33 Re6+ Kd5

(Or 33 ...Kb5 34 Rxb7+ Kxa5 35 Ra6 mate.)

34 Kc7 Ra2+ 35 Kd8 Rxg2 36 Rxd6 Kxd6 37 Rxh7 g5 38 Rh6+ Kd5 39 Rd6+ Ke5 40 Re6+ Kf5 41 Re2 Rg1 42 Rf2+ Kg4 43 Rxf6 h5 1-0

[illegible] Black [illegible] but [illegible] White [illegible] kingside pawn [illegible]

Game 31
Fedorov-Fyllingen
[illegible] 1999

1 e4 e5 2 Nc3 Nf6 3 Bc4 Nc6 4 d3 Bc5 5 f4 d6 6 Nf3 a6 7 f5!?

I believe that this may be the best of the bunch at this point. It is far less analysed than the other moves and is hardly mentioned in any opening book.

7 ...Bg4

Two other moves have been tried here:

a) 7 ...b5?! is premature because White has the possibility to generate play on the [illegible]. In the game Delanoi-Carrasco, [illegible] 1994, Black was crushed after 8 [illegible]

b) [illegible] Al Sayed-Karpatchev, [illegible] 1998 demonstrates the perils of Black castling kingside early. That game went 7 ...Nd4 8 [illegible] the standard kingside pawn attack [illegible] 1-0.

8 c3

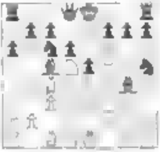
The point of moving the knight early is to fight for the d4 square and introduce the option of b4.

8 ...Bh5!?

An interesting way of keeping the [illegible] by leaving the white knight on f3 in order to block the white bishop on [illegible]. Black castled early with 8 ...0-0 in Land-Sharif, Jakarta 1978 and withstood the attack after 9 f5 Nb8?! [illegible] h3 (perhaps [illegible]) [illegible]

[illegible] to challenge [illegible] White [illegible] pawn [illegible]

315



An [illegible] White [illegible] Black [illegible] game [illegible] White [illegible] Black [illegible]

9...h6

Black wants [illegible] g5 f6 [illegible] will not retreat.

10 h4!

An accurate approach. White would like to play h4 [illegible] castling kingside, but [illegible] would dampen his attacking prospects.

10...♘a7 11 ♗a3 ♘e7

11...♗xe3 12 ♘xe3 ♗xg4 13 ♕xf3 ♘f6 14 0-0 0-0 15 ♔h1! intending g2-g4 also favours White.

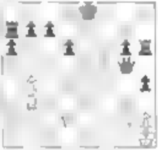
12 ♗xa7 ♘d6 13 ♗xd5 ♖xa7 14 0-0 f4 15 ♗b3 ♘f7?

It is probably better to co-ordinate the rooks with 15...♖a8, although White is still better after 16 d4 ♕e7 17 ♕d2.

16 d4 ♕e7 17 ♕d2 h4 18 ♖ae1 ♗xf3 19 ♖xf3 ♕g5 20 ♖d1 f6 21 ♔h1 ♖h6

The plan of undermining the pawn chain with 21...g6? runs into [illegible] ♕xg5 [illegible] dxe5 fxe5 24 [illegible] exf4 25 ♕d4 and White wins one of the Black rooks.

22 ♖df1 g5 23 dxe5 fxe5 24 ♖xf4 exf4 25 ♖xf4



[illegible] White [illegible] pawn [illegible] the Black [illegible] help [illegible] rook on a7 is a spectator to the proceedings.

25...gxf5 26 exf5 ♗f8 27 h3 c6?

In a difficult position Black goes astray. 27...♖a8 [illegible] 28 ♕d5 but ...♖h6 would have kept the game going, though White still has a large advantage according to Fedorov after 28 [illegible] ♕f6 29 ♖g4 ♖h8 30 ♖g6 ♕e [illegible] ♖a8 32 ♖e6 ♕g7 33 ♕e5

28 ♘e6 d5 29 ♖d4 ♖a8 30 ♖g4 ♕f6 31 ♖g8+ 1-0

7...d5 is an enterprising move to kick-start White's attacking options. There is an old saying that knights on the rim are dim and 8...♘h5 fails to challenge this concept.

Game 36

Mitkov-Rocha

Porto 2000

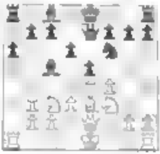
1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♘c6 4 d3 ♗c5 5 f4 d6 6 ♘f3 ♗e6

Black wishes to exchange the light-squared bishops, which is usually such an important part of the white attack.

7 ♗b3 ♗xb3

If 7...a6 to provide a retreat for the dark-squared bishop then White would answer with 8 ♕e2 transposing to the main game. However in Sølberg-Pedersen, Aarhus 1994, White tried another idea, 8 ♘a4! That game went 8...♗xb3 9 axb3 ♕e7 10 fxe5 dxe5 11 ♗g5 ♕d6 12 ♕e2 ♘d4 13 ♘xd4 when White had good play on the f-file.

8 axb3 a6 9 ♕e2 ♕e7 10 ♗e3

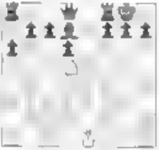


Mitkov wishes to exchange the well-placed bishop and keep open the option of 14 fxe5 to open the f-file. In the game Lemmers-Mip, Enschede 1995, Black wisely chose to castle queenside rather than walk into a pawn storm on the kingside and experienced few problems after 10...♗d7 11 ♗e3 ♗xe3 12 ♕xe3 0-0-0 13 0-0 g6 when the position generates equal chances.

10...♗xe3 11 ♕xe3 ♗d7 12 fxe5 ♘g4

Rocha is alert to the peculiarities of the position because the obvious 12...dxe5 is well answered by 13 ♕g5 winning a pawn.

13 ♕d2 ♘xe5 14 ♘d5 ♘xf3+ 15 gxf3 ♕d8 16 ♕c3 0-0



Th[illegible] Black had [illegible] W[illegible] attack [illegible] defen[illegible]

17 0-0-0 c6 18 ♖hg1 f6 19 ♘f4 ♕e7 20 ♘h5

White continues to probe the kingside pawn barrier for weaknesses and makes room for f3-f4-f5.

20...♖f7 21 f4 d5 22 ♖g2 ♔h8 23 f5?

Mitkov was a little careless here. He should have preferred 23 ♖dg1 when 23...♖g8 24 ♘f4 transposes back into the

[illegible]

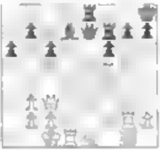
23...♘xe4 24 ♘xe4 ♖g6?

Black should go for it with 24...♕xe4, then 25 ♖xg7 ♖xg7 [illegible] ♕xf6 (25 ♖xg7 is well met by 25...[illegible]) because White cannot take on f6 due to the threat of [illegible] ♕h3+ [illegible] ♔g8 27 [illegible] 28 ♔a1 ♕a5+ 29 ♔b1 ♕b3+ [illegible] a draw by perpetual check.

25 f4 ♖e6

After 25...♕xe4 then 26 ♘g6+ [illegible] 27 ♕h3 is mate.

26 ♘g6+



This knight thrust is a classic attacking weapon. The knight is given up in order to open the h-file and secure a [illegible] g6.

26...hxg6 27 fxg6 ♗g8

On 27...♗f8 28 ♕h3+ ♔g8 29 ♕h[illegible] mate.

28 ♕g3 f6 29 ♕h3 ♕e6 30 ♕h7+ ♔f8 31 gxf7 ♕xf7 32 ♕h8+ ♔e7 33 ♕xg7 1-0

The decision to exchange the light-squared bishop with 6...♘a5 is understandable in view of the fact that this piece is usually an integral part of the white attack. However, Malaev demonstrates that White has a small but lasting initiative in this line.

Game 37
Fedorov-Norri
Pula 1997

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♘c6 4 d3 ♗c5 5 f4 d6 6 ♘f3 ♗e6

Black wishes to relieve the pressure against f7 by offering the exchange of bishops.

For those who are interested in transpositions, the actual move order in the game was [illegible]

7 ♗b5

The knight is pinned to good effect. Note that this is not a waste of time because the bishop on c4 is not well positioned. In Hallenberg-Hernandez Radu 1997 White opted for [illegible] d5 which led to a series of exchanges after [illegible] ♕e2 0-0 [illegible] after [illegible] ♖xf6 White was [illegible] looking and [illegible] castling [illegible] and Black had made it awkward for White to castle on either side of the board.

7...a6

[illegible] met [illegible] with both sides having pla[illegible]

8 ♗xc6+ bxc6 9 f5

Also possible is 9 b[illegible] intending [illegible] 5 with [illegible]

9 ...♗d7

10 ♕a2

A[illegible] improvement on the game Sal[illegible] N[illegible] [illegible] 1994, where W[illegible] played 10 ♗g5 to pin the knight. Black responded with 10 ...♕b6 ignoring [illegible] to double the f-pawns which [illegible] which he has not yet [illegible] kingside. Then 11 [illegible] 11 ...♕xb4 12 [illegible] gxf6 13 ♕d[illegible] g8 14 ...0-0 ♕b5 [illegible] b3 a5 [illegible] g3 ♖b8 [illegible] ♕b4 18 ♕xb4 axb4 with an equal ending.

10 ...♕b8

A distinct echo of the previous note where Nunn was successful by transferring the queen to the b-file and exchanging queens. In this case the difference is that Fedorov has more options because he has not yet moved his dark-squared bishop.

11 ♗d1

Fedorov considers that 11 b3 ♗b4!? ♗xd2 a5 gives Black reasonable chances.

11 ...♕b6 12 e3 a4

Black has to know what he is doing in such a position because the [illegible] an awkward [illegible] the light squares [illegible] his king with ...♗e8-a6

13 ♗e3 ♗c8 14 0-0 ♗a6

After 14 ...♗e4? White can break the position with 15 e4 and win a pawn.

15 a4 ♕b6 16 ♗h1 ♗xe3 17 ♘xe3 ♗d7?!

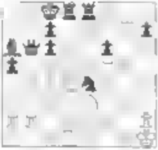
Black is trying to find suitable squares for his pieces but it is a slow process. 17...0-0? walks into a very strong attack after 18 g4. A better idea is 17...0-0-0 when White has 18 ♖a1 (18 g4 [illegible] exd5 exd5 18 g5 e5 and the exposed white king is a cause for concern) 18...♖he8 19 b4! a4 [illegible] 15 [illegible] xb5 22 cxb5 axb5 [illegible] ♕b[illegible] ♕x[illegible] ♗xb5 with a strong attack according to Fedorov.

18 g4 f6 19 g5 0-0-0 20 ♖g1 ...e5 21 gxf6 gxf6 22 ♖g7 d5 23 exd5 ♖hxd5 24 ♖d1

Not 24 ♖xh7? e4 25 [illegible] with counterplay for Black.

24...e4 25 dxe4 ♘xe4 26 ♘d4!

The knight threatens [illegible]xc6 and ♘e6 and that is so much for the flimsy black defences.



26 ... ♘xe5 27 ♗a6 d4 28 ♗d6 ♖xd6 29 ♕xe4 ♗xe4 30 ♖c1 ♗xa2 31 ♖xc7 1-0

The logic behind 6...♗e6 (to exchange bishops) cannot be faulted, but the simple 7 ♗b3 gives White an edge.

Game 18
Hebden-Martinovsky
London 1986

1 e4 e5 2 f4 ♗c5 3 ♘f3 d6 4 ♘c3 ♘f6 5 ♗c4 ♘c6 6 d3 0-0

As [illegible] line White [illegible] attack.

7 f5!?

Now that Black has castled early White is happy to close the position and [illegible] advancing his kingside pawns. The alternative is to exchange the dark-squared bishops with 7 ♘a4, which led to a balanced position after 7...♗b6 8 ♘xb6 axb6 9 fxe5 ♘xe5 10 ♘xe5 dxe5 11 ♗g5 ♕d6 12 ♕e2 ♗g4 13 ♕f2 h6 14 ♗xf6 ♕xf6 15 ♕f2 in G.Horvath-Zsinka, Balatonberreny 1994.

7 ... h6

A precaution against the pin with ♗g5. Black has also tried:

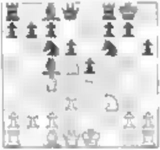
a) 7...♘a5 8 ♗g5 c6 9 a3 ♘xc4 10 dxc4 b5 11 ♗xb4 a5 12 ♕d3 [illegible] 13 g4! (a strong attacking [illegible] in this line when the knight is pinned) 13...♕b6 14 ♗xf6 gxf6 15 ♕[illegible] [illegible] 16 [illegible] 17 [illegible] Lehner, Oberwart 199[illegible].

b) 7...♘d4 8 ♗g5 c6 9 a3 b5 10 ♗a2 [illegible] 11 [illegible] a5 12 g4 g5 13 fxg6 ♗xg6 14 [illegible] 15 [illegible] 16 [illegible] 18 [illegible] 19 dxe4 ♕xh4+ [illegible] ♕f4 [illegible] ♕e5 [illegible] [illegible] game [illegible] and White [illegible] the legendary former world champion plays with confidence. [illegible] ♕xf1 [illegible] ♕g4 ♕f4 [illegible] 18 [illegible]

8 [illegible]

It is imperative that White plays pos

[illegible] Numerous pla[illegible] with the idea [illegible] kingside. That is all [illegible] after 8...d4 9 [illegible]xd4 [illegible] [illegible]f5 Black w[illegible] a pawn [illegible] ♖e8 pinning the [illegible].



8 ...d4 9 [illegible]xf6+ ♕xf6 10 [illegible]xd4 ♗xd4 11 c3 ♗b6 12 ♕h5 c6

Mar[illegible] [illegible] needs [illegible] open up the [illegible] with [illegible] g4-g5 [illegible].

13 ♖f1

The immediate 13 g4!? is probably better.

13...a5 14 exd5 cd4 15 d4

On 15 ♗xe4 comes 15...♖e8 16 ♕g4 h5! 17 ♕f4 ♕xf4 18 ♖xf4 ♖xe4+ 19 ♔f1 ♖xe4 [illegible] ♗xh5 ♖e8, intending ♖e4 when Black has sufficient compensation for the pawn.

15...c5 16 g4 e3 17 dxe5 ♗xe5 18 ♗e2 b4 19 ♗d3

On 19 ♗xb5 when Black can try to go after the white king with 19...[illegible].

19...♖e8 20 g5 hxg6

The [illegible] [illegible] ♕xg5 [illegible] [illegible] and it is not [illegible] Black. For instance [illegible] ♕xg5 [illegible] ♗xh4 [illegible] (24 [illegible]xd5 [illegible]) [illegible] and wins.

21 ♖f5 ♗d7 22 b4

It would make no sense to expose the white king with 22 ♗xe3 because Black [illegible] better after 22...♗xe3 23 ♖xe3 ♕xf5 24 ♕f3 ♖xe3+ 25 ♕xe3 ♗xd3+ 26 ♔xd3 ♖e8.

22...♕e6

Or 22...♗xb4? 23 cxb4 ♕xa1 24 [illegible] [illegible] 25 ♕h8 [illegible] 26 ♗xf5 ♗xf5 27 ♖xf5 [illegible] 28 ♕g4+ ♔h8 29 ♖f3 g4 30 ♖f6 and mates.

23 ♖h3 ♗f8 24 bxc5 ♕xa1 25 ♗xe3 ♕xa2+ 26 ♗f1 ♕a1+ 27 ♔f2 ♕a2+ 28 ♗e2 ♕xe5?

One can hardly blame Marin [illegible] for avoiding the immense complications of 28...[illegible]xf5 [illegible] 29 ♕h8+ (not 29 ♖f1? ♕xd5 30 ♕h8+ ♔e7 31 ♕xg5+ ♔e6! 32 ♕xg7 ♕xc5 33 [illegible]+ ♔d6 and White has sacrificed too much material) 29...♔e7 30 ♕xg7 ♕xd5 31 ♕xg5+ ♔d7 32 ♕xb5+ ♔c8 33 ♖e3 White has all of the winning chances.

29 ♕h8+ ♔e7 30 ♕xg7 ♔d6 31 ♕xg5+ ♔c6 32 ♖h6 ♕xf5+ 33 ♕xf5 ♗xf5 34 ♗xb5 ♖xe3 35 ♗xe3 ♖h8? 36 ♖e6+?

The bishop ending after 36 ♖h8+ ♔c7 37 ♖xb8 ♔xb8 38 h4 is winning for White.

36...♔d8 37 ♗e4 ♗g6 38 ♖a6 ♖h7

39 ♔d4 ♖c7 40 ♗e8 ♖h4+ 41 ♔c3 ♖h4 42 ♖xa7+ ♔b8 43 ♖e7 ♖xh2 44 c6 ♖c2+ 45 ♔d4 f5 46 ♖b7+ ♔c8 47 ♗e6+ ♔d8 48 ♖d7+ ♔e8 49 ♖g7+ ♔d8 50 ♖xg6 ♖xc6

The ending with a piece minus should be drawn for Black with correct play but that is far from easy.

51 ♗f5 ♔e7 52 ♖g7+ ♔f6 53 ♖a7 ♖c1 54 ♔d5 ♖e1 55 ♔d6 ♖e2 56 ♗e6 ♖h2 57 ♖f7+ ♔e8 58 ♖a6 ♖h6+ 59 ♔e5 ♖h5+ 60 ♗d5 ♔e7 61 ♖f7+ ♔e8 62 ♖f6 ♔e7 63 ♖a6 ♖h1 64 ♖a7+ ♔f8 65 ♗e6 ♔e8 66 ♔f6 ♖f1+ 67 ♗f5 ♔d8??

Endgame experts will point out that 67...♖d1 draws.

68 ♖a7+ ♔c8 69 ♖e2 ♖f3 70 ♖c2 1-0

6... [illegible] is a controversial [illegible] because 7 f5 seems to seal the position in preparation for White's kingside attack. In fact, Black can create some counter-play by expanding in the centre but it is still a somewhat risky path.

Summary

After 5 f4 d6 [illegible] common [illegible] reaction is probably 6...♗g4 to exchange one of White's [illegible] In Game 29 I managed to win quickly after my opponent failed to [illegible] complications, but it could be argued that 9 ♕g3 (Game 28) [illegible] some.

[illegible] Black's most solid choice and Games 32-35 give [illegible] examples of how White can reply. Both the aggressive 7 ♖f1 (Game 32) and 7 ♘d5 (Game 35) are worth [illegible]ing.

In Game 36 Black [illegible] opponent of the bishop on c4 by exchanging it with [illegible] and as a result [illegible] attack is slowed down. A glance at Game 37 shows that [illegible] rebutted by [illegible] when White has done very well in practice. Black sometimes goes for 6...0-0, but Game 38 demonstrates that after 7 f5 White can generate a strong kingside attack.

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♘c6 4 d3 ♗c5 5 f4 d6 6 ♘f3

6...♗g4

6...a6 (D)

7 ♖f1 – Game 32; 7 fxe5 – Game 33; 7 f5 – Game 34; 7 ♘d5 – Game 35

6...♘a5 – Game 36

6...♗e6 – Game 37

6...0-0 – Game 38

7 ♘a4 (D)

7 h3 – Game 31

7...♗xf3

7...♗b6 – Game 30

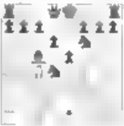
8 ♕xf3 ♘d4 (D) 9 ♕g3

9 ♕d1 – Game 29

9...♘xc2+ – Game 28

6...a6

7 ♘a4



8...♘d4

CHAPTER FOUR

2...♘f6 3 ♗c4 ♘c6 4 d3 Other Fourth Moves for Black

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♘c6 4 d3

[illegible] after Black [illegible] [illegible] White [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] [illegible]

Game 39
Arnason-Howell
Hafnarfirdi 199?

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♘c6 4 d3 ♘a5

The idea of exchanging the light squared bishop is logical in view of the role this piece often plays in helping White to gain an attack. White will be [illegible] will be able [illegible] the [illegible]

5 ♘ge2

The alternatives 5 ♕e2 and [illegible] are considered in Games 4[illegible] and 4[illegible] respectively. White has also experimented with:

a) 5 ♕f3 (a specialty of the [illegible] No.1 Ian Rogers) 5...♘xc4 6 dxc4 and now:

a1) 6...♗b4 7 ♘ge2 d6 8 [illegible] ♗e6 9 b3 ♘d7 [illegible] 11 ♘g3 ♕f6 [illegible] ♕xf6 ♘xf6 13 ♗b2 [illegible] with equal play [illegible]

[illegible] pore 1997.

[illegible] g4 8 ♕g3 ♗xe7 9 [illegible] position White can [illegible] for being able [illegible] 11 ♗d1 [illegible] subtle method [illegible] Rogers has [illegible] ♕e6 13 h3 c6 14 a4 [illegible] 16 b3 ♗c7 and the po[illegible] Rogers-Belavsk [illegible]

[illegible] ♕1 b6 [illegible] xd6 [illegible] dxc4 [illegible] 11 [illegible] d1 ♗c6 13 [illegible] ♕g [illegible] 14 [illegible] 15 ♕d3 ♖ad8 16 ♗h1 h5 17 [illegible] 18 [illegible] g1 f5 19 exf5 gxf5 [illegible] advantage for Black due to [illegible] pawn than and pair of bish[illegible] [illegible] Vladimirov-Shenvang [illegible]

[illegible] 6 [illegible] 4 ♗b4 7 ♕d3 0-0 [illegible] solid) 8 ♘ge2 ♖e8 9 [illegible] 11 ♗h1 ♗xc3 [illegible] 14 [illegible] ♗e6 15 [illegible] Mik[illegible] ela Ma[illegible]

[illegible] 4

[illegible] an alterna[illegible] ple of other tries [illegible]

[illegible] the arsenal [illegible] 4 d3 [illegible] 5 [illegible] ge7 [illegible] dxc4 [illegible] 6 8 ♕d3 g6 [illegible] 11 [illegible] g6 fxg6 [illegible] 14 [illegible] 15 [illegible] g1 [illegible] 18 [illegible] equal chances [illegible] Ge[illegible] Gorica 2000. [illegible] g3 d6 8 a4 or [illegible] intending ...d7-d5 [illegible] xc4 9 dxc4 c6 10 [illegible] perhaps [illegible] ♗e6 11 ♗g5

♘d7 12 ♗xe7 ♕xe7 13 ♖fd1 ♘c5 14 ♕xd6 ♕xd6 15 ♖xd6 ♗xe4 16 b3 ♗c6 17 ♖ad1 and the ending was equal in Mirumian-Hebden, Cappelle la Grande 1997.

6 dxc4

6...♗d6

The more active 6...♗c5 is considered in the next main game, but Black also has some other options:

a) 6...♗e7 [illegible] 0-0 (perhaps 7 ♕b3!?) 7...♘b8 [illegible] g3 d6 9 f4 exf4 10 ♗xf4 [illegible] b3 ♗g4 1[illegible] ♕d[illegible] ♘h5 13 [illegible] xh5 ♗xh5 14 ♖ae1 ♗f6 15 ♘d1 ♗e5 16 ♘e3 ♗g6 1[illegible] d5 ♗xd5 18 exd5 led to an equal position [illegible] J.Kristiansen-Sveller, Copenhagen 1991.

b) 6...g6 7 ♕d3 (7 0-0, intending f4, should be tested) 7...♗d6 8 f3 ♗e6 9 ♗e3 ♗d7 10 0-0 b6 11 ♔b1 ♘c5 1[illegible] ♗xc5 bxc5 13 ♘d5 ♗g7 14 ♕a3 c6 15 ♘e3 ♕c7 16 ♖d3 0-0 17 ♖hd1 ♖ad8 18 [illegible] f5 when Black was on the verge of opening up the position in favour of his pair of bishops in Carlier-Rozentalis, Antwerp 1993.

7 0-0 ♗e7

A popular choice, but naturally 7...♗e6 is a playable alternative. In Sohlberg-Pedersen, Aarhus 1995, the game [illegible] b1? a4 [illegible] ♖d1

6 b3

Seawel [illegible] stead 8 ♕d3 [illegible] 14 11 ♘xd4 ♘xd4 [illegible] ♘xd5 14 exd5 ... 15 ♘g3 when White had a space advantage.

8...0-0 9 ♘g3 g6

It well where to stop a white knight from occupying the f5-square. In the celebrated game Larsen-Portisch, Porec 1968, Black tried 9...♘a6, but White won in style after 10 ♗b2 ♕a5? 11 ♕e1 intending 11...♕d5? 11...♕c7 12 a4 [illegible] 13 ♖d1 a6 14 ♕e? ♘g4 15 f3 ♘e? 16 ♗h1 ♖ab8 17 ♘f5 ♗xf5 18 exf5 ♖fe8 19 ♖d2 ♖bd8 20 ♖fd1 ♘h5 21 ♗a3 [illegible] 22 ♕f? ♕a5 23 ♘e4! d5 24 ♗xe7 ♖xe7 25 ♕h4 ♖ed7 26 g3 ♘e2 (26...dxe4 27 ♕xd8+ ♕xd8 28 ♖xd7 wins) 27 f4? ♕b4 28 ♕g4! 1-0.

10 ♗h6 ♖e8

11 h3

Essential because 11 f4? fails to 11...♘g4 hitting the bishop on h6.

11...♗e6 12 ♕d2 ♘d7 13 ♖ad1

It is easy to formulate a standard plan for White: always swinging a rook to d1 in order to put pressure on the d-file.

13...♘f8 14 ♔h2 ♗g7 15 ♗xg7 ♔xg7 16 ♘e2 a5 17 a4

Armstrong is quick to quell any queenside activity by stopping ...b7-b5.

17...♘f8 18 a5 ♔g8 19 ♘c3 ♕h4 20 f4 exf4 21 ♖xf4 ♕g5 22 ♘d5!

The knight excursion is an elaborate way of attempting to occupy d5 while gaining time on the clock.

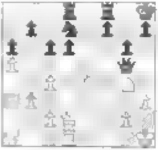
22...♖ae8

[illegible] ...gxf5 is greeted by 23 ♖g4! and the black queen will leave the board.

23 ♖df1 ♘e6 24 ♘c3 ♘d7 25 ♘d5 ♘e6 26 ♔h1

Declining the offer to repeat moves.

26...♔h8 27 ♘e3 ♘d7 28 ♘d5 ♗xd5 29 exd5 c5 30 dxe3 ♕e7 31 ♘g4 ♖d8 32 ♖e1 ♕g6?



... I walks an ... After ... e of action ... h ... with equal prospects.

33 ♖xf7!? ♕xd8 34 ♖xf8+ ♔xf8 35 ♖xd2

White is now a pawn up with a winning ending.

35 ... ♔e8 36 ♔g1 d6 37 ♔f2 ♔d7 38 ♔e3 ♔f6 39 a4 dxe5 40 ♖d2+ ♔e6 41 ♔xe5 ♖d1+ 42 ♔f7 ♖xf1+ 43 ♔xf1 g5 44 ♔e2 ♔e7 45 ♔e3 ♔f6 46 ♔d3 h4 47 ♔e4 g5 48 fxg4 ♔g5 49 ♔f2 ♔f5 49 ♔f3 1-0

The introduction of the ... d7 ... gives Black a solid position but White retains a slight initiative.

Game 40
Short-Karpov
Tilburg 1991

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♘c6 4 d3 ♘a5 5 ♘ge2 ♘xc4 6 dxc4 ♗c5

A ... approach. The bishop ...

7 0-0 d6 8 ♕d3

A familiar developing move to make room eventually for a rook to come to d1.

Mitkov-Ibera ... Elgoibar 1996 continued instead 8 ... 10 ♕d3 h5 11 ... 14 ♕xe3 ... 15 ♕d3 ... 17 ♕b5+ ... 18 ... ♖ad1 ... 20 ♖d6 ... h4 ... when White converted his material advantage into a win.

8 ... a6 9 b3 ♗e6 10 ♘a4 ♗d7

If 10...♗b6?! then 11 ♘xb6 cxb6 12 ♖ad1 puts too much pressure on the d6-pawn and the position is better for White.

11 ♘xc5 dxc5 12 ♕e3 b6 13 f4 f6 14 ♗a3 ♕e7 15 ♘c3

Karpov suggests 15 f5!? preserving a small advantage.

15 ... ♕c7 16 ♖ad1 0-0-0 17 ♗b2 ♖d7 18 ♘d5?!

Once again 18 f5 should be tried to keep the position closed and under control. Now Karpov gets the chance to unbalance things by manoeuvring his bishop to g6 and doubling rooks on the e-file to attack the pawn at e4.

18 ... exf4 19 ♕xf4 ♗f7 20 ♗a3 ♖e8 21 ♘e3 ♗xe4 22 ♖d4 ♖e5 23 ♖fd1 ♗g6 24 h3 ♖de8 25 ♕f2 ♕e7 26 ♗c1

26...♖e6?!

Karpov demonstrates that 26 ...

[illegible] White. For instance 27 [illegible] ♗f5 ♕e5 28 ♘d4 ♘xe4 29 [illegible] ♖e7 and the rook ex[illegible] one of the white pieces) [illegible] ♘xe5 ♕xe5 29 ♘b5 ♕f5 and Black is better.

27 ♗f4 c5

The trouble with 27...c5 is that now the bishop on f4 helps to attack [illegible] unable to pawn, and after 28 ♘d4 ♘xe4 29 ♘b5 White has good attacking opportunities.

28 ♕g3 ♘xe4 29 ♘xe4 ♖xe4 30 ♖xd6 ♖xd6 31 ♗xd6 ♕d7?!

Kasparov prefers 31...♕d8!? to keep guard of the a5-pawn.

32 ♖d2 ♗b7 33 ♕e3 ♕f5 34 ♗g3 ♖e7 35 ♕d4 ♕e6 36 ♔h1 ♖f7 37 ♔h2 ♗a4 38 ♕c5 ♖d7 39 ♖e2 f6 40 ♕xa5 ♕d6 41 ♔h1 ♔h6 42 ♕d8 ♕d8 43 ♕c5 g5 44 ♔h1 ♔h6 45 ♕f8 ♕d6 46 ♔h1 ♔h6 47 ♕d8 ♕d6 ½-½

After 5 ♘ge2 in return for conceding the bishop pair White exerts a certain amount of control over the centre. Even Kasparov was unable to equalise in this example.

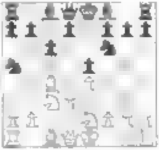
Game 41

Mirumian-Wells

Berlin 1999

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♘c6 4 d3 ♘a5 5 ♘ge2 c6

Black controls the d5-square and proposes to expand on the queenside with ...b7-b5. The emphasis is not on a quick ...d7-d5 because White would then exchange pawns on d5, follow up with ♗b3 and then try to undermine the central pawns. (The actual move order of the game was 1 e4 e5 2 ♘c3 ♘f6 3 d3 c6 4 ♗c4 ♘a5 5 ♘ge2.)



6 a4

White puts a block on b7-b5. A number of different ideas have been explored in this position:

a) 6 a3 (White intends to meet ...b5 with ♗a2) 6...♘xc4 7 dxc4 d6 8 ♕d3 ♗e7 9 ♗g5 h6 10 ♗xf6 (10 ♗h4 should be considered) 10...♗xf6 11 [illegible] ♗e6 12 b3 ♕a5 13 a4 ♖d8 14 0-0 0-0 15 ♕f3 ♗g5 16 [illegible] g6 17 ♖f1 [illegible] and Black had the better chances in Tomescu-Iordachescu, Saint Vincent 1999.

b) 6 0-0 b5 7 ♗b3 ♘xb3 8 axb3 d6 10 ♘g3 [illegible] (10...d5!? is also possible) 10...dxe4 11 [illegible] 14 [illegible] 13 ♕h5 [illegible] 14 [illegible] gave White an edge in Lemmers-[illegible], Belgian Team Championship 1998.

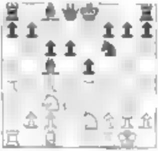
6...♘xc4

If Black fails to exchange pieces then the bishop will go to a2, leaving the knight on a5 looking rather silly.

7 dxc4 ♗c5 8 0-0

Kasparov-Onischuk, Wijk aan Zee 1996 saw White play more energetically with 8 f4!?, intending to open up the position [illegible] of throwing his kingside pawns forward if Black castle kingside. After 8...d6 [illegible] ♕b6 17 [illegible] ♕xe7 [illegible] position was equal.

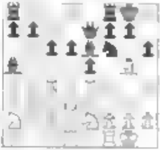
8...d6 9 ♕e3



[illegible] he put the queen on d3. This [illegible] feature of White's [illegible] plan of protecting the e4-pawn and putting pressure on the d-file.

9...♗e6 10 b3 0-0 11 ♗g3 ♗b4 12 ♖ad1 ♕e7 13 ♘e2 ♗a5 14 ♗g5 h6

Wells [illegible] have played 14...♖ad8 to defend the d-pawn but [illegible] [illegible] [illegible] pos[illegible]



15 ♗xf6 ♕xf6 16 ♕xd6 ♖fd8 17 ♕a3 ♗g4 18 ♘ac1? ♖xd1 19 ♖xd1 ♖d8 20 ♖d3!

After 20 ♖xd8+ ♕xd8 the black queen will invade the white camp on d1 or d4 with the better game.

20...♖xd3 21 cxd3 ♕g5 22 ♕b2 ♗b6 23 ♕c2 ♗c5 24 ♘a2 a5 25 ♘c3

Miroshnichenko has [illegible] held off the attack but it is difficult to make progress. His poorly placed pieces prevent him from converting the extra pawn into a win.

25...h5 26 ♘c1 ♕f6 27 ♕f1 h4 28 h3 ½-½

[illegible] with the idea of ...b7-b5-b4 is a reasonable system. The [illegible] reply seems to be 6...d4 with roughly equal play.

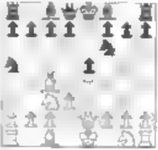
Game 41

Zubarev-Romanishin

Donetsk Zonal 1998

1 e4 e5 2 ♗c4 ♘f6 3 d3 ♘c6 4 ♘c3 ♘a5 5 ♕e2?!

White simply wants to castle queenside and then attack on the kingside. This is a risky decision against a world-class player like Oleg Romanishin, but sometimes an obscure line can [illegible] [illegible] talented opponent.



5...♗e7

The more active 5...♗c5 followed by ...d7-d6 should be considered.

6 f3 d6 7 ♗d2

In the game Weyrich-Hector German Bundesliga 1996 White played 7 h3 and managed to create complications [illegible] the opening. The game continued 7...♗e6 8 ♗b3 d5 10 ♗g5 [illegible] ♗h4 [illegible] ♗xc7 ♕xc7 13 g3 [illegible] when White had some attacking chances in return for a weak pawn structure.

7...0-0 8 h3 a6?!

It is better to generate queenside activity with 8...c6 to distract White from his kingside attack. After 9 g4 then 9...d5 is fine for Black after 10 exd5 cxd5 11 ♗b3 [illegible] axb3 [illegible] 13 [illegible] b5 ♗d7 14 ♘a5 (14 ♕xe5? ♖e8 wins) 14...♗c6 as White's pieces lack harmony.

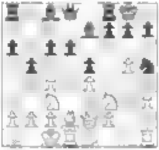
9 g4 ♗a4

After 9...b5 10 ♗b3 c5 11 g5 ♘d7 12 ♘f5 ♖b8 13 h4 the white pawn storm has greater chances of success.

10 ♘xa4 b5 11 g5 ♘h5?

At first sight the knight on h5 seems to slow down the advance of the h-pawn but it suffers from a tactical flaw. It makes more sense to try 11...♘d7 planning to merge on b6.

12 0-0-0 c6



13 ♖xh5! ♗xa6 14 ♕xh5 bxa4 15 ♖hg1 g6 16 ♕h6 ♖b8 17 ♖a2 ♕b6 18 ♗c3

White has succeeded in adequately defending his queenside and can now concentrate on probing Black's kingside.

18...♖e6 19 h4 ♗c5 20 ♖gf1 ♗b4 21 ♗xb4 ♕xb4 22 ♕c3 ♕b6

The ending after 22...♕xc3 23 bxc3 is difficult for Black with his shattered queenside pawn structure.

23 ♖d3 a5 24 a3 ♗e6 25 h5 ♖bd8

If 25...♖f8 26 ♘h5 White can make use of the weak dark squares around the black king after 26 ♘f4 exd4 27 h6 ♕f8 28 ♘d4 with a big advantage.

26 ♖xg6 ♔xg6 27 ♕e3 ♗g4 28 hxg6 fxg6 29 f3 ♗e6 30 ♖d1 ♕e7 31 ♔b1 ♖f8 32 ♘c3 ♕f7? 33 ♘e5! ♕xf3 34 ♘xg6 ♗g4 35 ♖d6 ♕f1+ 36 ♔a2 ♕f2 37 ♖xa6 ♕xc2 38 ♕e5+ ♖f7

After 38...♔h8 39 ♖a7 ♕b3+ 40 ♔a1 ♖f1+ 41 ♗d1 White has avoided all the spite checks and can soon deliver checkmate.

39 ♕e8+ [illegible] ♖f7 41 ♘xg4 ♕d2 42 e6 ♔g7 42 e6 1-0

The strategy of locking queenside and then advancing the kingside pawns is certainly potentially dangerous for Black. 6 ♕e2 opens another avenue of attack for White but Black should be fine if he responds in a positive fashion.

Game 43

E.Horn-Flaata

Gausdal 2000

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♘c6 4 d3 ♘a5 5 ♗b3

This quiet bishop retreat allows Black to equalise fairly comfortably.

5...♘xb3 6 axb3 d6

Black seizes the opportunity to [illegible] the centre. Instead [illegible] Croatian Team Champ[illegible] Black tries the solid [illegible] [illegible] situation [illegible] [illegible] White had [illegible] pressure [illegible] the [illegible]

7 exd5

Or 7 ♕e[illegible] ♗b4 8 ♗d2 [illegible] 9 [illegible] 10 0-0 h6 11 exd5 [illegible] Lukacs, Budapest 1994.

7 ... ♘xd5!?

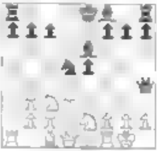
If Black is looking for something different (and perhaps better) [illegible] then [illegible] ♗b4 is worth investigating. For instance 8 ♗d3 ♘xd5 9 ♗d2 [illegible] 10 bxc3 ♗d6 11 0-0 0-0 is equal.

8 ♘ge2

I rather like 8 ♕h5!?, when it is difficult to defend the e-pawn without going into contortions.

8 ... ♗e6 9 0-0 ♕h4

A statement of intent which is designed to show that Black wants to attack. A better approach was 9...♗e5 followed by castling kingside with equal chances.



10 ... g4?!

He then goes after the queen by threatening ...g5. [illegible] the surprising 10 [illegible] would have curtailed Black's dreams of a kingside attack.

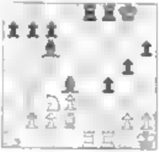
10 ... h6 11 [illegible] ♘e3 f5 12 [illegible] ♘d5 ♗xd5 13 [illegible] c3 ♗e6 14 ♕e2 ♗d6 15 f4 0-0!

Black breaks the e-file pin by finally castling. White has gained nothing from the opening and stands a little worse due to Black's strong pair of bishops.

16 fxe5 ♕d4+ 17 ♔h3 ♗xe5 18 ♕xd4 ♗xd4+ 19 ♔h1 ♖ae8

The endgame is preferable for Black as he can [illegible] the white pieces from occupying any central squares and threaten ...f5-f4 [illegible].

20 ♗d2 g5 21 ♖ae1 f4



[illegible] stop the [illegible] example [illegible] 4 gxf1 Rxf1 and wins.

22 Bb2 23 e3 a5 24 Bd6 Ba3 25 e4 Rf7 26 d4 Bd7 27 Rxe8+ Bxe8 28 Re1 Bc5 29 Rxe5 e4 30 Re8 Re7 31 Bf5 Re2 32 e4 Bf8 33 Bg1 Rxg2+

Black is spoilt for choice because 33...Bd7 and 33...[illegible] are also winning.

34 Kf1 Rxd2 35 Rxe8 Rxh2 36 Re8 Bf7 37 Ra7 Bf6 38 Re8 Ba3 39 Re8 Bxf8 40 Rxa3 Bd4 41 Bg1 Rc2 42 b4 g4 43 Re1 Rxc3 44 Rd1 Bd6 45 Kf1 f3 46 Rd1 g3 47 Bf3 h5 0-1

The conclusion [illegible] be that 5 Nb1 [illegible] White [illegible] hope of an opening [illegible] the best way for Black to respond [illegible] the centre with [illegible] d5 and [illegible] 7 Bb4 which [illegible] Black's seventh move.

Game 44

Kosteniuk-C.Werner

Wijk aan Zee 2000

1 e4 e5 2 Nc3 Nf6 3 Bc4 Nc6 4 d3 Bb4

This is one of Black's most popular replies, pinning the knight to prepare ...d5.

5 Nge2

For 5 Bg5 see Games 45 and 46. Instead 5 [illegible]3 is a quiet continuation with some similarities to the Four Knights Game. In Durhaus-H.Stefansson, Munkebo Zonal 1998, Black struck out in the centre with 5...d5 when 6 exd5 Nxd5 7 0-0 Bxc3! 8 bxc3 0-0 9 h3 [illegible] 10 Re1 f6 11 Bd2 Be6 12 Nb3 Bf7 was equal.

5...d5

5...d6 is a solid if uninspiring alternative. White [illegible] castling kingside followed by [illegible] and [illegible] f4.

6 exd5 Nxd5 7 0-0 Be6

Black seeks to maintain the [illegible] in the centre. Also possible are:

a) [illegible] 8 [illegible] 11 Qh5 [illegible] 13 Re1 Be6 14 Bd1 [illegible] 17 Qh5 exd4 18 cxd4 Bb4 19 c3 Bf8 gave Black equal chances in A.Ledger-Mestel, British Championship 1997.

b) 7...Bxc3 8 Nxc3 [illegible] 9 bxc3 0-0 10 Re1 Nd5 11 Bb3 Re8 12 [illegible] 13 Bb3 exd4 14 Rxe8+ Qxe8 15 Bxd4 [illegible] 16 Qd2 Be6 with equality in Magem De la Villa, Pamplona 1996.

c) 7...Nb6!? is an interesting move. Possible then is 8 Bb3 0-0 9 Ne4 Na5 10 Bg5 Be7 11 Bxe7 Qxe7 12 Qd2 Nxb3 13 axb3 Nd5 14 N4c3 [illegible] b4 15 f4 b6 16 fxe5 Qxe5 17 d4 Qe7 18 Ng3 Be6 19 Rae1 Rad8 20 Nce4 c5 21 c3 Nc6? 22 Nf6+! (a very clever use of the knight for attacking purposes) 22...gxf6 23 Qh6 [illegible] 24 Nh5 1-0 Kaidanov-Ibragimov, Philadelphia 1991.

8 ♗b3

White's pattern [illegible] ♘xd4 and making sure that the bishop on b3 is exchanged then at [illegible] axb3 will open up the a-file. Ale[illegible] correspondence 1983 saw instead [illegible] 8 ♗xd5 ♘xd5 9 f4 exf4 10 [illegible] ♗e7 11 [illegible] ♘xd5 [illegible] ♕h5 0-0. I suggest that Black should try 9...0-0 when possible is 10 f5 f6 11 ♘g3 ♗f7 [illegible] ♔h8 with equal chances.

8...0-0 9 [illegible] ♘a6

The point [illegible] was evident in Rogers-J Parker, 4NCL 1998, when White played 9 ♔h1 [illegible] checks on the g1-a7 diagonal after f2-f4. The game continued 9...♖e8 10 f4 ♗xc3 11 bxc3 [illegible] ♗d2 ♔h8 13 [illegible] ♘g8 14 ♘g3 a5 15 ♕g4 and White had some attacking chances on the kingside.

9...♗xd5 10 f4 a4 11 ♗xd5 ♕xd5 12 c3 exd3?

see following diagram

Oh dear! I can only assume that Black forgot about the pin on the d-file, otherwise he would have played 12...♘c5+ 13 d4 ♗e7 14 ♕h5 with equal chances.

13 cxb4 ♖ad8 14 ♗e3 ♕d4+ 15 ♖f2 ♕xb4

Black has some compensation for the piece in the form of two pawns and a passed pawn on d3. However, White's extra piece allows him to create some threats of his own against the black king.

16 ♗d2 ♕c2 17 ♖c1 a6 18 f5 b6 19 f6 g6 20 ♕f3 ♖fe8 21 ♖cf1 ♕a3 22 ♗xe3 ♖xe3 23 ♕f4 ♕xf4

Black had to trade queens since White was threatening ♕h6 and mate. The ending is complete[illegible] because the extra piece will mop up the pawns and the white king is well placed.

24 ♖xf4 c5 25 ♖e4 ♖xe4 26 ♘xe4 c4 27 ♗f2 h6 28 ♗e3 g5 29 ♗d2 ♔h7 30 g4 ♔g6 31 h3 ♖e8 32 ♖e1 ♖e6 33 ♖e3 b4 34 ♖e1 ♖e6 35 ♖c1 ♖xa2 36 ♖xc4 ♖xb2+ 37 ♔xd3 ♖b3+ 38 ♔d4 a5 39 ♖c8 a4 40 ♖g8+ ♔h7 41 ♖g7+ ♔h8 1-0

After 5 [illegible] Black can equalise fairly easily by playing 5...d5. However, the solid nature of this line has still attracted a number of followers for White.

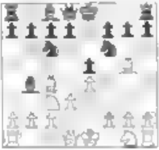
Game 45

Hak-Teychene

Cannes 1997

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♘c6 4 d3

...♗b4 5 ♗g5



White puts a stop to ...d7-d5 by pinning the knight.

5...h6 6 ♗xf6

The game Illescas-Zamora, Poljakov 1993 [illegible] what might happen to White if he refrains from capturing on f6. After 6 ♗h4 g5 7 ♗g3 d5 (as usual this advance makes matters [illegible]) 8 exd5 ♘xd5 9 ♘ge2 ♗g4 10 ♕d2 [illegible] 11 ♗xd4 gxf4 12 [illegible] 13 [illegible] ♘d4 14 ♘d5 [illegible] 15 [illegible] 16 [illegible] ♕h6 17 [illegible] then Black [illegible] comfortably.

6...♕xf6!?

A popular continuation but the latter 6...♗xc3+ is probably more accurate (see the next main game).

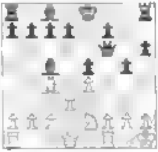
7 ♘ge2

The former French Champion makes sure that he can take back on c3 with the knight and prepares to castle followed by f2-f4.

7...d6

Another approach is ...♘a5 to exchange the light-squared bishop. In Rogers-Karkanaque, Manila 1991 White managed to preserve a slight edge after 8 0-0 (perhaps 8 ♗b3!?) 8...♘xc3 9 [illegible] 10 [illegible] 11 [illegible] ♕d3 [illegible] 14 c5.

8 0-0 ♗xc3 9 ♘xc3 ♗e6 10 ♔h1 g5



This pawn move is designed to contain the f4 advance and is a feature of the play for Black. It was [illegible] position when [illegible] knight on [illegible] and [illegible] has been placed to support the e5-pawn. It is hardly surprising that Black is wary of playing [illegible] 11 f4 [illegible] 11 exf4 [illegible] ♕xh4 [illegible]

11 ♘d5!

Haik immediately takes advantage of Black's weakened pawn formation by engineering the f2-f4 break.

11...♗d8

11...♗xd5 is well met by 12 exd5 ♘d4 13 c3 when White is better.

12 ♘xe6 ♕xe6 13 f4 ♕e6 14 ♗b3 g4 15 ...g3

see following diagram

White has a comfortable advantage thanks to his lead in development and the fact that the black king sits forlornly in the middle of the board.

15...d6 16 a4 h5 17 ♘c4 ♕d4 18 ♕xd4

Haik enters an ending on his terms, a

18 ♗xd4 19 exd6 ♗f5 20 ♖ad1 ♗xg4 21 ♖xd4 f5 22 dxc7 ♖h7 23 ♗xe6+ ♗xe6 24 ♗xc6+ bxc6 25 ♖e1+ ♖e7 26 ♖d8+

A [illegible] he king and pawn ending leads to an easy victory for White.

26 ♖xd8 27 ♖xe7+ ♔xe7 28 exd8♕ ♔xd8 29 g3 ♔d7 30 ♔g2 ♔d6 31 ♔f2 ♔d5 32 ♔e3 c5 33 c3 c4 34 ♔d3 1-0

6...♕xf6 gives White the chance to play 7 [illegible] and avoid having his queenside pawns disrupted. In our game Black demonstrates how to exploit Black's poor development in exemplary fashion.

Game 40
Radlevacki-Petronic
Nis 1994

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♘c6 4 d3 ♗b4 5 ♗g5 h6 6 ♗xf6 ♗xc3+

Black takes the opportunity to double the c-pawns.

7 bxc3 ♕xf6 8 ♘e2 d6

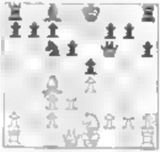
---

see following diagram

---

9 0-0

An interesting situation has arisen: White wishes to play f2-f4 to open the f-file and put pressure on f7, but how should he achieve this? A couple of other approaches have also been tried:



a) 9 ♕d2 ♕g5 (9...♗e6!? is also possible) 10 g3 ♕xd2+ 11 ♔xd2 f5 12 f4 ♖f8 13 exf5 ♗xf5 14 fxe5 ♘xe5 15 ♗d5 c6 16 ♗g2 ♗g4 led to equality in [illegible], Parma 1996.

b) 9 d4 [illegible] 10 0-0 ♘a5 11 ♗b3 ♘xg4 [illegible] 13 ♘h5 [illegible] ♘g3 ♗g6 14 f4 exf4 15 ♕d2 ♖ae8 16 [illegible] ♖f4 ♕g5 17 ♕f3 [illegible] 18 [illegible] 19 h4 ♕e7 20 h5 ♗h7 [illegible] ♖f1 [illegible] ♖d8 33 c3 ♖d7 34 ♖g4 ♖dd8 35 ♕f4 ♗h8 36 ♖f3 [illegible] Kallinger-Nickl, Austrian Team Championship 1992.

9...g6

[illegible] restraint [illegible] of the [illegible] it [illegible] White [illegible] an advan[illegible] ♘g4 11 [illegible] 13 ♕ [illegible] 14 [illegible] would be [illegible] ♘xb1 [illegible] 14 [illegible] White has a space advantage.

10 ♘b5

Black takes [illegible] that the black knight [illegible] the customary [illegible] takes place. White [illegible] ♖b1 in Lasin [illegible] 1996, preferring [illegible] Black's light squares [illegible] followed 10 [illegible] h4 13 ♕e3 b6 14 [illegible] c5 16 ♘h4 0-0 [illegible] pawn [illegible] King's Indian Defence [illegible] 18 ♖h1 ♘xd8 19 g3 [illegible] and the chances were equal.

10...h6

A look in the history books indicates that the Viennese player Carl Schlechter encountered this position a couple of times with some success.

a) 10...♘g4 11 f3 ♗d7 [illegible] (12 h3 [illegible] slightly better for White) 13 c4 b6 14 [illegible] 16 ♘xc6 ♗xc6 17 [illegible] ♗d7 18 g4 [illegible] 19 ♕d2 ♔g7 20 [illegible] 21 gxf5 [illegible] 22 ♖f1 ♖g8 23 ♔h1 ♗f7 24 ♕e3 c5?! 25 ♕h3 ♖h8 26 ♕a4 ♕c8 27 c3 intending to double rooks on the b-file which gave White the advantage in Schlechter-Schubert, Trebic 1915.

b) 10...♗d7 11 ♖b1 h5 12 ♕d2 h4 13 [illegible] ♕g1 14 h3 [illegible] 15 d4 ♘d8 16 dxe5 ♘xb5 17 ♗xb5 fxe5 18 c4 b6 19 ♘c1 [illegible] 21 ♘e3 ♘f4 22 ♗h2 ♕f1 23 ♖bb1 ♖ad8 24 ♔g1 ♕e6 25 ♖be1 ♗d7 26 ♕b4 ♗h8 27 ♕a4 a5 28 ♕a3 ♖af7 29 ♕c1 ♗h5 30 ♕d2 ♖f4 31 ♘d5 [illegible] 32 ♕xg5 ♖h7 33 [illegible] and the black position collapsed in Schlechter-Leonhardt, Bad Pistyan 1912.

11 ♕d2 ♗d7 12 ♗xc6 ♗xc6 13 ♕e3 b6 14 c4

This pawn move to secure control of the d5-square is a common idea after White has succeeded in exchanging off the black knight.

14...♘g6 15 ♘ce1 ♗f8 16 c3 ♖e8 17 f3 ♗d7 18 ♖f2 ♕g6 19 d4 f5 20 exf5 exd4 21 ♕c1 ♗xf5 22 ♘xd4 ♗f7 23 f4 g4 24 ♖fe2

White has problems with his battered doubled c-pawns and seeks to simplify matters by playing for the draw.

24...♖xe2 25 ♖xe2 ♖e8 26 ♖xe2 ♗xe8 27 ♕d1 ♗d7 28 ♕c2 ♕f7 29 ♕e4+ ♔f8 30 ♕a8+ ♔e7 31 ♕e4+ ♔f8 32 ♕a8 ♔e7 ½-½

If Black plays the important restraining move 9...g5 then White is struggling to prove an advantage in this line. The exchange of the knight with 10 ♘b5 leads to a balanced position, while 10 ♖b1 leads to double-edged play.

Summary

A standard de[illegible] exchange off the bishop on c4 with 4...♘a5, when White's best [illegible] in Games 39-41. The encounter Short-Karpov (Game 40) [illegible] with the former world champion having to settle for a small [illegible] ending.

Instead 4...[illegible] enough with 4...♗b4 is a decent system for Black. In Game 44 White [illegible] and is lucky to get an early break. The more direct 5 ♗g5 [illegible]. The right way to defend is 5...h6 6 ♗xf6 ♗xc3+ as in Game 4[illegible].

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♘c6 4 d3

4...♘a5

- 4...♗c5 – Chapter 3
- 4...♗b4 (D)
  - 5 ♘ge2 – Game 44
  - 5 ♗g5 h6 6 ♗xf6 (D)
    - 6...♕xf6 – Game 45
    - 6...♗xc3+ – Game 46

5 ♘ge2

- 5 ♕e2 – Game 4[illegible]
- 5 ♗b3 – Game 4[illegible]

5...♘xc4

- 5...♗c5 – Game 41

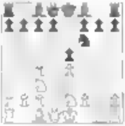
6 dxc4 (D) d6

- 6...♗c5 – Game 40

7 0-0 – Game [illegible]

4...♗b4

5 ♗xf6



6 dxc4

CHAPTER FIVE

2...♘f6 3 ♗c4
Other Third Moves for Black

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4

This chapter deals with alternatives for Black to 3...♘xe4 and 3...♘c6. In Games 47-51 Black plays 3...♗c5 followed by various opening strategies. Black meets 4 d3 with 4...d6, when White has a choice of 5 ♘a4, 5 ♗g5 and 5 f4. In Game 49 Makes plays an early ♘a4 to exchange the dark-squared bishop and is rewarded with a slight but lasting advantage. Perhaps the most aggressive set-up is that by Short in Game 4[illegible] with 5 f4 offering a transposition to Chapter 3 with 5...♘c6.

In Game 52 3...c6 is a challenge to the [illegible] which can be quite tricky if White is unprepared. Finally, a kind of reversed Ruy Lopez arises after 3...♗b4 (Games 53 and 54).

Game 47
Short-Speelman
London (4th matchgame) 1991

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♗c5

Black develops the bishop to target the f2-square and retains the option of continuing with the [illegible]. The immediate 3...c6 is the subject of Game 52 and 3...♗b4 is seen in Games 53 and 54. The pawn [illegible] 4 [illegible] 5 [illegible] 6 [illegible] than proving [illegible]. [illegible] the possible continuation 8 [illegible] and 10 ♗g5 h6 [illegible] ♗xd4 [illegible] ♕xd4 [illegible] 13 b4 [illegible] 14 a4 and White's space advantage offers him a small edge.

4 d3

4 f4 is a somewhat outlandish gambit which made an appearance in Alekhine-Bogoljubow, Rastatt 1914. That game continued 4...♗xg1 5 ♘d5 [illegible] 6 exd5 d6 [illegible] 0-0 8 [illegible] 9 c3 ♗c5 10 d4 ♗b6 [illegible] 11 [illegible] 12 [illegible] 13 fxe5 dxe5 14 [illegible] ♖e8 15 ♕f3 exd4 16 ♕xf7+ ♔h8 17 ♗f3 dxc3+ 18 ♔h1 ♗xd4 19 d6 [illegible] ♖x8 21 dxc7 1-0. What some commentators don't mention when referring to this game is that it was a blindfold game! An obvious improvement is 9...[illegible] when 10 d4 0-0 ensures the pawn on e5 and just leaves White a pawn down.

[illegible] e.g. d3 [illegible] ♖f1 [illegible] Short [illegible] London (2nd match game) [illegible] 11 ♕f2 [illegible] intending ♕g3 gives White chances of an initiative.

4...d6

Black's other main moves here 4...c6 and [illegible] are discussed in Games [illegible] respectively. The less shopping [illegible] de Villar [illegible] 4...b6 [illegible] White's advantage [illegible] Black [illegible] 8 [illegible] 14 [illegible] and White had a small [illegible]

5 f4

White's alternatives, 5 ♗g5 and 5 [illegible] are [illegible] 48 and 49 [illegible]

5...♗e6

Speelman quickly tries to eliminate White's light-squared bishop, which is often a potent attacking force in the Vienna. 5...♘c6 transposes to Chapter 3, while it is important to note [illegible] g4?? [illegible] 5 [illegible] when Emms-A.Jackson, Isle of Man 1999 continued 6 ♘f3 (6 h5 7 ♘h3 ♕h4+ 8 ♗f1 [illegible] ♕f3 is good for White) ♕h5 ♕d7 (some authors have suggested [illegible] but missed that 8 ♗g5 ♕h5 9 [illegible] d5 intending ♘f6+ mates) 8 [illegible] ♕e [illegible] 9 ♘d5 g6 10 ♕h6 ♕f8 11 [illegible] 12 [illegible] 13 [illegible] ♗d7 14 ♕xf8 ♖xf8 15 [illegible]

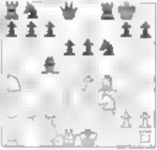
6 ♗xe6

A placid [illegible] d3 after which Black can look forward to the future with some confidence. For example [illegible] dxc4 [illegible] ♕d7 8 [illegible] 9 ♕e [illegible] ♕b6 11 [illegible] ♕a2 [illegible] 13 ♕e1 0-0 14 [illegible] ♕a1 15 ♖be1 [illegible] g4 and Black was winning in Delanoy-Plachetka, Cannes 1990.

6...fxe6 7 [illegible] f3 exf4

A sneaky [illegible] might try something like 7 [illegible] exf4 8 [illegible] ♕d4 [illegible] g4 [illegible] xg4 11 ♕xg4 [illegible] when Black has a strong attack.

8 ♗xf4 0-0 9 [illegible] a4



9...♗b4+

[illegible] ♘c3 [illegible] when [illegible] 11 [illegible] wins due to the pin on the [illegible] pawn.

10 c3 ♗a5 11 b4 ♗b6 12 [illegible] ♗a6 [illegible] 13 0-0 [illegible] c6

Once again the trick [illegible] to re-

[illegible] ed because [illegible] ...g ♕g5 [illegible]

[illegible] 15 ♕h3 ♕d7 16 ♘d4 e6 [illegible]?

[illegible] suggests that 17 ♘g5!? is better for White.

17 e5! 18 bxc6 ♘xc6 19 ♗b6 e5? 20 ♗g5

20 exd5? simply blunders a piece to 20...[illegible]a5.

20...♘e6 21 ♘b4 ♘xe4 22 dxe4?

A careful approach with 22 ♘xd6 is more practical when [illegible] gives White a small plus.

22...♘xe4 23 ♕xe4 ♕xb6 24 ♗e7

[illegible] ...♕a5! fails to the [illegible]

24...♘f7

[illegible] with better [illegible] ...f8 keeps up the [illegible]ure

25 ♖af1 ♕d7

The problem with 25...♘e8? is that 26 ♕f5 threatening mate on f8 wins after 26...♘f6 27 ♕f7+ ♔h8 28 ♗xf8.

26 ♗b4 ♕e6 27 ♗xa5 ♖xa5 28 ♔b1 h6 29 ♖e1 ½-½

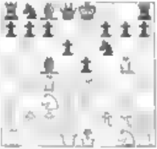
[illegible] is potentially an aggressive system for White but Speelman showed that 5...♘a5 is a fully playable alternative to the King's Gambit Declined position in Chapter 3.

Game 48

Adams-Timman

Wijk aan Zee 1998

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♗c5 4 d3 d6 5 ♗g5



5...♗e6

[illegible] 11 [illegible] game went [illegible]

6 ♗b3 ♘c6 7 ♘a4

[illegible] ...d5 then the threat of [illegible] pawn is nothing for Black [illegible] the [illegible] queenside. A likely response [illegible] ♘d4 to exchange the light-squared bishop with equal[illegible]

7...♗b4+

[illegible] also makes it easy for White as he can take the bishop whenever he wan[illegible]

[illegible] White must [illegible] exchange [illegible] can be [illegible] h6.

[illegible]...e5 9 ♗xe6 fxe6

Black has doubled e-pawns but the open f-file is adequate compensation.

10 ♘a2 0-0 11 0-0 ♕e8

The queen sidesteps the pin and threatens to emerge on g6 or h5. Another positional nuance is the idea 12 b4 [illegible] bxa4 14 bxa5 ♘xa5 and Black picks up a pawn.

12 h4 ♗h6 13 ♗d2 [illegible]h6

Black is steadily improving his pieces on the kingside, forcing White to look to the queenside to make progress.

14 ♕b3 ♘e7 15 ♘xb6 dxe6 16 a4 ♘d4 17 ♘xd4 exd4 18 f3 e5 19 c4 ♕g6 20 ♕e1

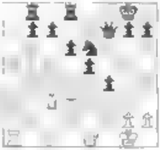
20 ♕b3 has been suggested as an improvement.

20...♖f7 21 b4 bxa6

Timman offered a draw here which is an assessment of the position.

22 ♗xa6 ♖df8 23 ♖f2 ♘f8 24 ♖fa2 ♘e6 25 ♗c3 ♖a8

Adams has done well to organise his rooks on the a-file but there is not much more he can do. He needs reinforcements to force Timman to make some concession with his queenside pawn structure.



26 ♖a7?

White ignores the kingside at his peril. A solid approach is 26 ♕d1 [illegible] d5-d4.

26...g5 27 ♕d1 ♕g7

A nice move which manages to stop d5-d4 and aids the progress of the g-pawn.

28 ♖7a2 h5 29 h3 ♗f7 30 ♖d2

The rook has slowly been transferred from a7 to d2 to help the d-pawn advance but in the meantime Timman has started to create threats against the white king.

30...g4 31 hxg4 hxg4 32 ♕xg4 ♕xg4 33 hxg4 ♖g8 34 d4 exd4 35 ♗xd4 ♖xg4 36 b6

If 36 ♗d3 then 36...♘g5 keeps a grip on the position for Black.

36...c5 37 ♗b2 f3 38 ♖f1 ♘g5 39 e5 dxe6 40 ♗xe6 ♖e8 41 ♗h2 ♗g6 42 ♗h1 ♘e4 43 ♖c2 f2

This creates the killer threat of 44...♘g3+ 45 ♗xg3 ♖h8+ 46 ♗h2 ♖gh4 mating.

44 g3 ♖d8 45 ♗g2 ♖d3 46 ♖a2 ♖b3

47 ♖a8 ♖xh6 48 ♗h3 ♖g6 49 ♖g8+ ♔f6 50 ♖f8+ ♔e5 51 g4+ ♔d4 52 ♘f4 ♖h8+ 53 ♔g2 ♖xg4+ 54 ♔f3 ♖h4 55 ♖d1+ ♔xc4 56 ♖c1+ ♔b3 0-1

It makes sense for Black to delay castling kingside [illegible] any problems in the lines where White exchanges on f6 and doubles the black f-pawns. White had at least a draw but pushed too far in this game.

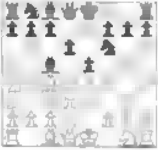
Game 19

Mitkov-Seixas

Lisbon 1999

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♗c5 4 d3 d6 5 ♘a4

The black dark-squared bishop is usually a strong piece so White seizes the opportunity to exchange it.



5...♗b4+

It is debatable whether it is in Black's best interests to encourage White to expand his queenside pawns. After 5...♗b6 6 ♘xb6 axb6 play might continue:

a) 7 ♘e2 d5 8 exd5 ♘xd5 9 0-0 0-0 10 ♗xd5 ♕xd5 11 ♘c3 ♕d8 12 f4 gave White a slight advantage in Sanz-Reglez, Bled 1999.

b) 7 f4 ♗e6 8 ♗xe6 fxe6 9 fxe5 dxe5 10 ♘f3 ♘c6 11 0-0 0-0 12 ♗g5 ♕e8 13 ♔h1 ♕g6 14 ♗xf6 ♖xf6 15 ♖xf6 gxf6 16 c3 led to equal chances in Carlier-Baburin, Cappelle la Grande 1994.

6 c3 ♗a5

In the game Carlquist-Sorin, Oviedo rapidplay 1993 Black ignored the threat to his bishop and hit the white bishop with 6...d5. However White accepted the gambit and obtained the better position after 7 ♗xd5 (7 exd5 ♗d6 8 d4 ♘bd7 9 ♘e2 0-0 10 [illegible] 4 b5 11 ♗b3 [illegible] xd5 1[illegible] ♗b7 13 [illegible] d3 ♖e8 gives Black reasonable play for the pawn) 7 [illegible] ♘e7 8 ♕f3 [illegible] xd5 9 exd5 [illegible] exd5 11 [illegible] xd5 ♘c6 1[illegible] d3 ♘d7 13 0-0 [illegible] 14 ♖[illegible]1 f5 15 [illegible] ♘c5 16 ♕d1 ♗g4 17 h3 ♗xf3 18 ♕xf3 f6 19 ♗d2 b6 [illegible] e4 [illegible] 21 d4! ♘f4 (21 [illegible] ♕h3 [illegible] 21 exd4 [illegible] ♕h3 [illegible]) 22 dxe[illegible] ♗xd6 23 dxe5 ♗xe5 24 ♗xb4

7 b4 ♗b6 8 ♘xb6 axb6 9 f4

A standard idea to open the f-file in anticipation of castling kingside.

9...exf4 10 ♗xf4 ♗e6 11 ♗b3

I prefer this to 11 ♗xe6 fxe6 which [illegible] position. If Black exchanges on b3 then at least the f5-square is available for a white knight to occupy.

11...♗xb3 12 ♕xb3 ♘h5 13 ♘e2 ♘xf4 14 ♘xf4 c6

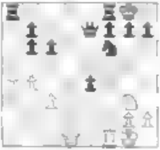
Seixas tries to exchange every piece possible to lead the game towards a draw. The problems with this strategy is that White can use his space advantage to manoeuvre his pieces to superior squares, such as doubling rooks on the f-file.

15 0-0 0-0 16 ♖f3 ♘d7 17 ♖af1

White has a slight initiative.

17...♕e7 18 a4 ♘f6 19 ♕d1 ♕e5 20

e2 d5 21 ♖f5 ♕e7 22 ♘g3 dxe4?



23 ♖xf6 1-0

The simple idea of exchanging the dark-squared bishop with 5 c3 gives White a slight but lasting advantage. Black should be able to hold the draw and the interesting pawn sacrifice mentioned in the note to Black's 12th move might be worth exploring.

Game 10
Kuzmin-Kolago
Kazakhstan 1999

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♗c5 4 d3 c6

Black intends either to play ...d7-d5 or use the pawns to control the d5-square and continue ...d7-d6 and ...♘bd7.

5 ♗b3

The Russian retreats the bishop so that he can meet 5...d5 with 6 ♗g5 and use Black's central pawns as a target to undermine. After 5 ♘f3 d6 6 h3 0-0 7 0-0 b5 8 ♗b3 ♗b6 9 a4 b4 10 ♘e2 ♘bd7 11 c3 bxc3 12 bxc3 ♘c5 13 ♗c2 ♖e8 14 ♘g3 the position was equal in M.Shmulenson-P.MacIntyre, Boston 1998.

5...d6 6 ♘f3 ♘bd7 7 0-0 ♗b6 8 ♘a4

It might be worth taking a closer look at 8 ♘e2 when 8...d5 9 ♘g3 h6 10 ♖e1 offers White a small initiative.

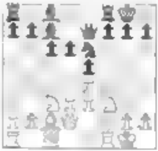
8...♗c7 9 c4

An enterprising way to handle the threat of ...d6-d5 but one that has the drawback of blocking in the light-squared bishop.

9...♘c5 10 ♘c3 ♕e7

Also possible is 10...♘xb3 11 ♕xb3 ♘h5 with equal play.

11 ♕d2 ♘g4 12 ♗e3 ♘xe3 13 fxe3 0-0 14 ♗c2 ♘e6



15 ♘e1?!

The start of an elaborate manoeuvre on the part of the king's knight. Kuzmin would have done better to play 15 ♕f2 intending ♘h4-f5, ensuring a small advantage.

15 ... ♗g5 16 ♗g1 h6 17 ♕e1 ♗h7 18 a3 ♗h8 19 ♘a4 ♗c7 20 ♖c1 f5 21 ♘c3 ♗b6 22 f3 ♘e4 23 ♘xe4 ♗g4 24 ♗b3 ♗h8 25 a5?!

White wants to free his light-squared bishop.

25...♗xc5 26 ♕h4 g5 27 ♕e1 ♗b6

Black is better but his highly-rated opponent keeps fighting and manages to salvage a draw.

28 ♘d5 ♗d8 29 ♗xe6 ♕xe6 30 c4 ♖f7 31 ♕h4 ♗c5 32 ♕c3 ♖af8 33 d4 g4 34 dxc5 gxf3 35 gxf3 ♕h3 36 [illegible] f6 37 ♕d3 d5 38 ♕e2 ♖g7 39 ♖g1 ♖fg8 40 ♖xg7 ♖xg7 41 ♖g1 ♕f5 ½-½

The detail 4...c6 followed by ...d7-d6 and ...♘bd7 looks quite promising. White needs to treat the position like a Bishop's Opening starting 1 e4 e5 2 ♗c4 ♘f6 3 d3 ♗c5 4 ♘c3 c6 and should explore the possible improvement at move eight.

Game 37

Tischbierek-Hjartarson

Novi Sad ol 1990

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♗c5 4 d3 0-0?!

There is a school of thought that Black should delay castling in order to keep White guessing about his proposed development. However Beliavsky has also tried this approach which gives it even greater credibility.

5 ♗g5

There is nothing wrong with pinning the knight but a more adventurous player might want to investigate 5 f4. For instance:

a) 5...exf4 6 ♗xf4 d6 7 ♘f3 ♗g4 8 ♕d2 ♘c6 9 0-0-0 a6 10 ♖hf1 ♘a5 11 ♗b3 ♘xb3+ 12 axb3 b5 13 h3 ♗e6 14 g4 ♗b4 15 ♗g5 h6 16 ♘h4 ♔h8 17 ♘f5 ♕e7 18 ♖df1 and White was poised to take on f6 and ruin Black's kingside pawn structure in B.Larsen-R.Hodler, Zurich simultaneous 1988.

b) 5 ♗f7? ... ♘d5 6 ♘g4 7 b4 ♗d4 8 ♘e3 ♗xg1 9 ♖xg1 e6 10 ♘c3 ♕h4+ 11 g3 ♕xh2 12 ♖g2 ♕h3 13 ♕e2 ♕h1+ 14 ♕f1 ♕xf1+ 15 ♔xf1 ♘xe3+ 16 ♗xe3 exf4 17 gxf4 ♗h3 and Black had a winning position in Dr S.Frew-S.van Dongen, Hengelo 1999.

5...h6

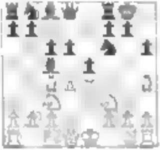
Instead Rogulj-Novak, Kladovo 1997 saw 5...c6 to help support ...b7-b5 or ...d7-d5. That game continued 6 ♘f3 d6 7 ♕d2 (7 d4 is also possible with play similar to the main game) 7...b5 8 ♗b3 ♗e6 (8...h6 9 ♗h4 g5? 10 ♘xg5! wins) 9 ♗3 ♘bd7 10 ♘e2 d5 11 ♘g3 with equal play.

A classic attacking example by Georges Vafiadis, Porto Carras 1998, demonstrates why castling early can cause Black problems after the logical 5...d6. That game went 6 ♕d2 c6 7 ♘a4 ♘bd7 8 ♘xc5 ♘xc5 9 ♘e2 b5 10 ♗b3 a5 11 c3 b4 12 0-0 ♗a6 13 ♗c2 d5 14 exd5 cxd5 15 ♖fe1 d4 16 cxd4 exd4 17 ♘g3 ♗b7 18 ♘f5 ♘e6 19 ♗b3 a4 20 [illegible] e6 ♕d7 11 ♖ae1 ♔h5 [illegible] ♘e7 ♕g4 15 f4 ♘xe8 [illegible] b4 ♘xd5 28 ♕h6 ♕g6 [illegible] ♕e5 [illegible] 3 [illegible] 7 ♖xe7 31 ♕xe7 hxg5 [illegible] f5 ♕h6 33 ♕e5 ♕f7 34 ♘e6 ♕a7+ 35 ♔h1 1-0.

5 ♗h4

6 ♕e2 is also reasonable.

6...c6 7 ♘f3 e5 8 d4



White decides to open up the game, a decision which is partly prompted by the desire to stop an eventual ...d7-d5 by piling up on the semi-open d-file. 10 0-0 is also possible.

8...exd4 9 ♘xd4 ♘bd7 10 0-0 ♘c5

Black plays very actively. His counterplay is based on trying to put pressure on the e4-pawn by forcing White to adjust his pieces.

11 ♗b3 ♘g6 12 ♗g3 ♖e8 13 ♖e1 a6

An escape square is provided for the bishop so that it can remain on the g1-a7 diagonal if White tries a4.

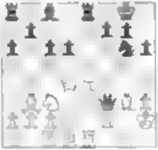
14 h3 ♘h7 15 ♕d2 ♕f6 16 ♖ad1

White has done a good job of resisting the push ...d7-d5, but Black continues to manoeuvre his pieces to a better position.

16...♘g6

The threat is 17...♘xh3! 18 gxh3 ♗xd4 19 ♕xd4 ♘f3+ and the white queen will be taken.

17 ♔h1 ♘xh3 18 gxh3 ♗xd4 19 ♕xd4 ♕f3+ 20 ♔h2



20...♗xh3

A great way to continue the attack, sacrificing another piece.

21 ♖g1

If 21 ♗xh3? Black actually mates after 21...♘f4+ [illegible] ♔h4 g5.

21...♕h5 22 ♖h1

Not 22 ♖g3?? ♘g4+ 23 ♔g1 ♘f3+ 24 ♔h1 ♕h5 and Black wins.

22...♕f3 23 ♖hg1 ♕h5 24 ♖h1 ♕f3
½-½

The clever drawing variation at the end was justice for Hjartarson's active play. The decision to open up the position with 1 d4 has some positive features for White, but in this example Black experienced few problems.

Game 51

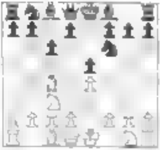
Djurhuus-Moberg

Swedish Team Championship 1999

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 c6

Black signals his intention to occupy the centre with an early ...d7-d5. This ap-

[illegible] tournament



4 f3

[illegible] 4 d4 [illegible] with the [illegible] 4 ... exd4 5 ♕xd4 [illegible] pawn. Black plays ...d5 [illegible] when Black [illegible] pawn. An interesting [illegible] dealing with the ...d5 push is 4 ♕f3. In the game R[illegible]-Agdestein, Novi Sad Olympiad 1990 Black equalized easily after 4...♗b4 [illegible] 6 h3 [illegible] 7 [illegible] 8 [illegible] 9 [illegible] 10 [illegible] 11 [illegible]

4...d5 5 exd5 e4

An improvement on the old treatment 5...cxd5 6 ♗b5+ ♗d7 7 [illegible] 8 [illegible] and [illegible] 9 ♕[illegible] leaves Black struggling to justify his gambit.

6 [illegible] cxd5 7 ♗b5+ ♗d7 8 ♗xd7 ♘bxd7

Black has created a pawn centre at the expense of the exchange of one of his bishops.

9 d3

This is the right way to question Black's opening choice, quickly undermining the centre.

9...♗b4 10 dxe4 dxe4 11 ♕d4

White puts the queen [illegible] and his opponent has difficulty maintaining the pressure.

11...♗xc3+

It cannot be right to give up the bishop pair here. On an open board the bishops cover more squares than the relatively slow knights. However, other moves also fail to impress:

a) 11...♕a5 [illegible] 13 ♕xe4 leaves White with a clear advantage.

b) 11...♕e7 12 ♗g5 0-0 13 0-0 and White has strong pressure against the pawn on e4.

12 ♕xc3 0-0 13 ♗g5 ♕b6 14 a4 a6 15 ♗e3

It is necessary to adjust the position of the bishops to cope with the active black queen.

15...♕c6 16 ♗d4 ♕g4 17 0-0

White has finally found time to whisk his king to safety. The position is certainly in White's favour especially in the long-term because the three vs two pawn majority on the queenside makes the creation of a passed pawn quite

17 ...♖ac8 18 ♕e4 ♖fe8 19 h3 ♕f5 20 ♔h1 ♘e5 21 ♗b3 ♘g6 22 ♕d6 ♘h4 23 ♕g3 ♘g6 24 ♖fd1 ♘e5 25 ♕g5

It is hardly surprising that White heads for an ending when he has the bishop pair and a queenside pawn majority. Black has struggled throughout the game, which must make the opening choice look doubtful.

25 ...♕xg5 26 ♗xg5 ♘d7 27 c3 h6 28 ♗e3 ♘c5 29 ♗c2 ♘e6 30 ♗b3 ♖e8 31 a4 ♖ea8

Otherwise ♖a8 is awkward.

32 ♗g1 g5 33 ♖e4 ♘f4 34 ♔f1 ♘d3 35 ♗e7 e3 36 fxe3 ♘xe3+ 37 ♗xe3 ♖xe3 38 ♖b4 ♖c7 39 ♖a1

White has the more active pieces and slowly converts his advantage into victory.

39...♖xa1+ 40 ♗xa1 ♔g7 41 ♗d1 ♖a7+ 42 ♔d2 ♘e4+ 43 ♔c2 ♘e5 44 ♗f3 ♔f6 45 ♔d3 ♔e5 46 ♖d4 f5 47 c4 ♖h7 48 ♖d5+ ♔e6 49 c5 ♘f7 50 ♗d4 ♖g7 51 g4 f4 52 ♗e4 ♘e7 53 ♗f5 ♘g8 54 ♖d7+ ♔f6 55 ♖xh7 ♘d8+ 56 ♖d7 ♖xd7+ 57 ♗xd7 f3 58 ♗c8 ♘e5 59 ♗xe6 ♘e6+ 60 ♔e4 f2 61 ♗e2 ♔xe6 62 b4 ♔h3 63 ♗f3 ♔e7 64 b5 ♔d7 65 b6 ...♗c5 66 ♗b6+ ♔c8 67 c6 1-0

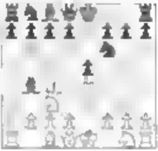
The attempt at seizing the centre with 3...c6 followed by a quick ...d7-d5 and ...e5-e4 is flawed. White can easily undermine the e4-pawn with a timely d2-d3 and in this example Black had to give up the bishop pair without much of a fight.

Game 53

Morovic-Meng Kong

Yerevan Olympiad 1996

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♗b4



The bishop undermines the knight which is defending the e4-pawn. Black intends to continue with ...♘xe4 or ...c6 depending upon how White responds.

4 ♘f3

Morovic chooses to play a Classical Ruy Lopez with colours reversed and an extra move. The aggressive 4 f4 is discussed in the next game, while several other moves are also possible:

a) 4 d3 ♗xc3+ 5 bxc3 d6 6 ♕f3 0-0 7 ♗g5 ♘bd7 8 0-0-0 with roughly equal play.

b) 4 ♘ge2 0-0 5 0-0 ♘xe4 6 ♘xe4 d5 7 d4 dxc4 8 dxe5 ♕e7 9 ♗f4 ♘c6 10 c3 ♗a5 11 ♕d5 ♗e6 12 ♕c5 ♗b6 13 ♕xe7 ♘xe7 14 ♖ad1 ♘g6 15 ♗g3 ♖fe8 [illegible] lances [illegible] Ljubljana [illegible]

[illegible] 7 [illegible] n 5e [illegible] next [illegible]

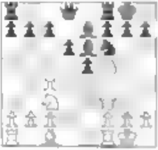
4 0-0 5 ♘ge2 c6

[illegible] k Black [illegible] adopt a more [illegible] approach with 5...d6, intending [illegible] ♘d7 and [illegible] 7-c6 followed by d6-d5

6 0-0 ♗a6 7 d3 ♗xd3

Black is understandably eager to exchange the light-squared bishops, but the text also allows White a firm grip on the open d-file

8 ♕xd3 ♗e7 9 ♘g3 d6 10 ♘f5 ♗e6?



The knight on f5 is quite threatening so 10...♗xf5 should be considered, when 11 ♕xf5 ♕c8 12 ♕f3 ♕g4 and 13 exf5 c6 is equal

11 b3 ♘e8 12 ♗b2 ♗f6 13 ♖ad1

White is busy improving the position of his pieces whereas Black is doing precious little. The immediate threat for White is 14 c5 to get rid of the doubled pawn

13...b6 14 ♘d5 ♗xd5

At last Black faces up to the threat of the imposing knights but now the one on f5 is free to dominate the kingside

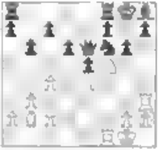
15 ♖xd5 ♕e8 16 ♖d3

Motwani uses his space advantage to generate an attack, swinging the rook over to the kingside

16...♕e6 17 ♕h5 g6

The start of a sequence designed to install a knight on f6 to defend h7. After [illegible] White goes straight for mate with [illegible] tending [illegible] 19 [illegible] ♖e8 (what else?) [illegible] fxe5 dxe5 [illegible] ♕xe5 ♕h8 and wins.

18 ♕h6 ♗h8 19 ♖h3 ♘f6 20 f4



Black has avoided immediate calamity but the opening of the f-file reinforces the attack, and his defences will soon collapse. If the knight on f5 is not taken then a sample line is 20...♖ad8 21 fxe5 dxe5 [illegible] ♘xe5!! ♕xe5 [illegible] ♕xh7+ ♘xh7 [illegible] ♖f7 mate

20...gxf5 21 ♖f3

The other rook is brought into action, threatening mate on the g-file. Not however 21 ♖g3+? ♘g4 which allows Black off the hook

21...♖fe8 22 ♖g3+ ♘g4 23 ♕xh7+ ♔f8 24 exf5 ♗f6 25 ♕xh8+ ♔e7 26 ♕h6 1-0

Game 54

Shabalov-Wolff

Boston 1994

1 e4 e5 2 ♘c3 ♘f6 3 ♗c4 ♗b4 4 f4

This position is similar to a reversed Schliemann Ruy Lopez (1 e4 e5 2 ♘f3 ♘c6 3 ♗b5 f5) except that White has an extra move.

4...♘xe4

In [illegible] Black now [illegible] White's opening [illegible] The game went 4...♘xe4 5 dxc3 [illegible] ♕h4+ ♗f8 8 ♕xe4 d5! [illegible] but Black [illegible] [illegible] 9 ♕h4+ [illegible] g8 [illegible] [illegible] and [illegible] a pawn [illegible] [illegible]

5 ♕h5

White goes on the attack, targeting f7. However, not 5 fxe5? when Black wins after 5...♘xc3 6 dxc3 ♕h4+ 7 g3 ♕xc4 8 [illegible] ♗b4 ♕e4+ and the rook in the corner departs the board.

5...0-0 6 fxe5

The positional problems of 6...♘e4 are evident after 6...d5 [illegible] g5 h6 8 [illegible] e4 and White is already worse.

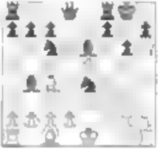
6...d6? 7 ♘xe5

7...♘xd4 leads to ruin due to 7 ♘xc3 8 dxc3 ♕xd5 9 ♘xb4 ♕xg2 10 ♕f3 ♗h3 and White can give up.

7...d5

The sacrifice of the d-pawn was designed to open lines for Black and to accelerate his development. It is less convincing to try and take advantage of a pin on the d-file with 7...♘xd4 8 ♘xd4 [illegible] 9 ♗xd5 ♗xe5 10 ♖d1 ♗xd5 11 [illegible] ♗f3 when White is slightly better.

8 [illegible] 13 ♗xc6 9 [illegible] ♘e3 g6 10 ♕h6



10...♘e5

A remarkable sacrifice which plunges White into a complex maze. Shabalov suggests 10...♗xe4 11 [illegible] 13 [illegible] with attacking chances for White. This seems plausible but I think the complications [illegible] 14 [illegible] 15 ♖d1 16 [illegible] Black.

11 ♘xe5 ♘xd2+ 12 ♔e2 ♕f6

Black goes for the knockout. Instead he could have secured a stylish draw with ...♘xc1. For example 13 ♖axc1 ♕d2+ 14 [illegible] 13 [illegible] (14 ♕f1?+ 15 ♗xe4 [illegible] is good for White according to Rohde) 15 [illegible] ♘xe4 ♕f4+ 16 ♗g4 ♕[illegible]+

[illegible] with per [illegible]

[illegible] make an [illegible] is the result [illegible] ♕f2+ 14 [illegible] Black will [illegible] deliver [illegible]

13 ♕f2+ 14 ♔d1 ♖ae8 15 ♗d7 ♖fe8!

Black is playing a dream game adding another piece into the attack even though it can be taken.

16 ♗d8

After 16 ♗xe8 ♗xe3+ 17 ♘d3 [illegible] ♕xg2 Black has a material advantage.

16...♖ed7 17 ♘xf2 ♗xe3+

18 ...♘d5?

One can hardly blame Shabalov for missing 18...♗e2!!, which Wolff analyses to a level game after 18...♗xh6 19 ♗xh6 ♘d2+ 20 ♔e3 ♘e4 21 ♔g4 ♖d8 22 ♖ad1 ♖de6 23 ♖d3 f5 24 b3 ♘xe3 25 ♖xe3 f4 26 ♖d1 ♖xe3+ 27 ♖xe3 ♖xe3+ 28 ♔d4 g5 29 g3 ♖e4 30 ♖d3

18...♘f2+ 19 ♔e2 ♗xe1+ 20 ♔xf2 ♗xh6

Black is on top but now White puts up stiff resistance.

21 ♖he1 ♖xe1 22 ♖xe1 ♔f8 23 ♖e4 ♗g5?!

23...♗g7 maintains a clear advantage for Black.

24 g4 ♖d8 25 ♖b4 b6 26 ♖a4 a5 27 ♖c4 c5 28 a4 f5 29 gxf5 gxf5 30 ♔e2 ♖d6 31 h4 ♖e6+ 32 ♔f3 ♖e3+? 33 ♔f2 ♗h6 34 ♖xc5 bxc5 35 ♖xe6 f4 36 ♖xa6 ♖h3 37 ♖a6 ♖xh4 38 a5 ♖h1 39 a6 ♖a1 40 ♖c6 ♗g5 41 h4 ♖a3 42 c3 ♔e8 43 ♔f3 ♔d7 ½ ½

The aggressive line with 4 f4 is dangerous for Black if he is not careful. It is best to respond in a positive manner, as Wolff demonstrates with great skill.

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

INDEX OF COMPLETE GAMES